

“Gut Grinders”

692-024

Network Pitch

Date 01/12/10

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 01/12/10
- ☐ Revisionist Pass
- ☐ Pat’s Punch Up Pass
- ☐ Final Network Approval
- ☐ Recording Board
- ☐ Pre-Animatic Slug Board
- ☐ Animatic Scan Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time with Finn & Jake Created by
Pendleton Ward

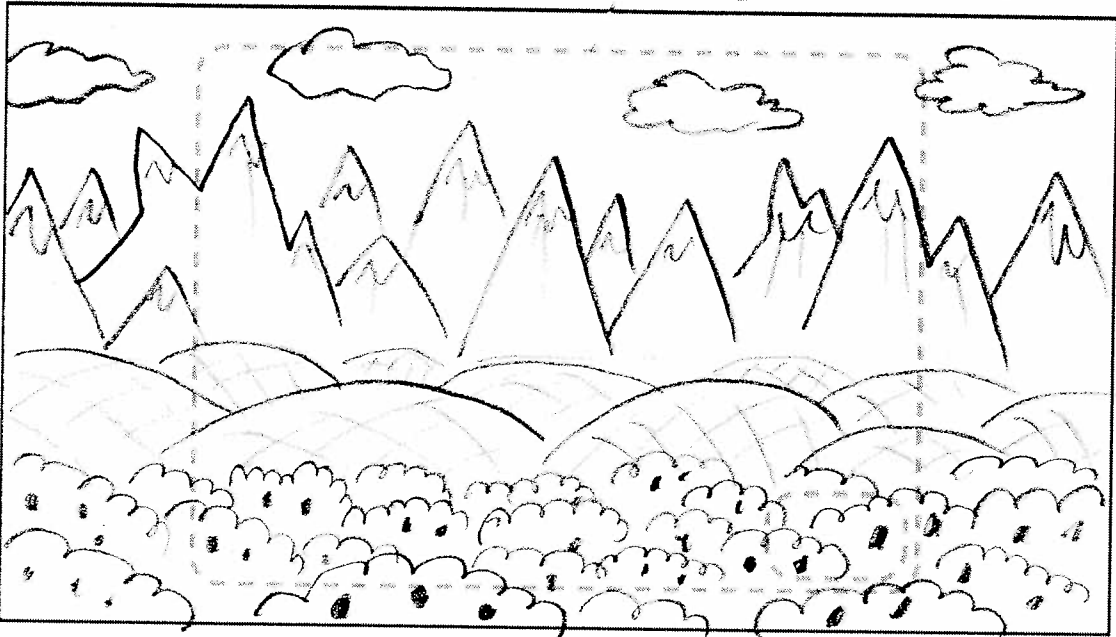
Creative Director
Pat McHale

Storyboard by
Ako Castuera & Bert Youn

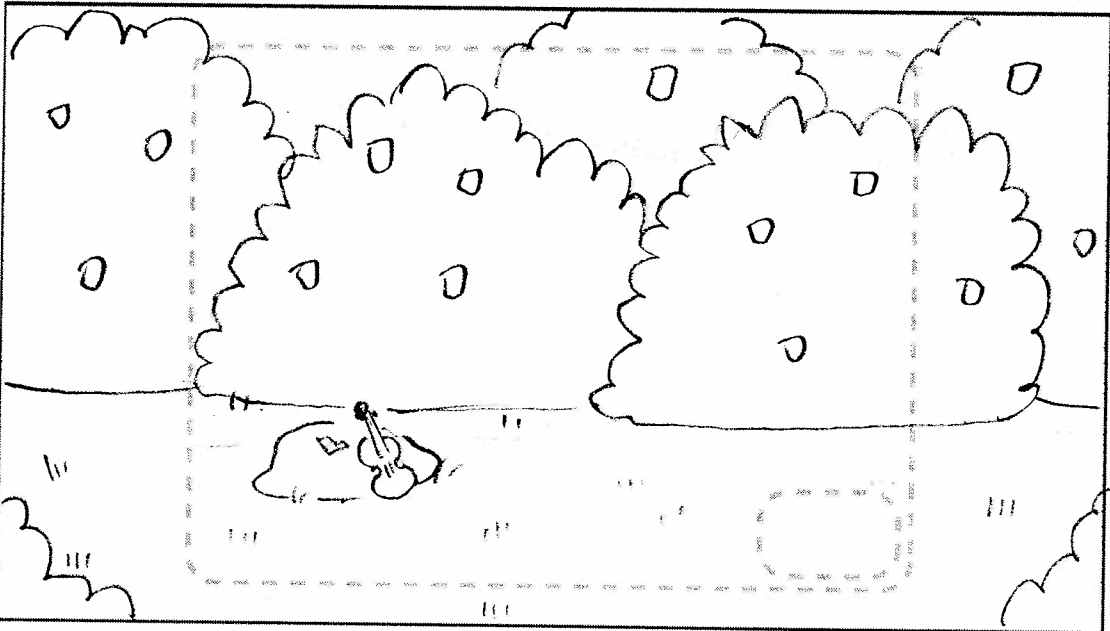
ADVENTURE TIME



Sc. 1 Pnl. A Bg. day night



Sc. 2 Pnl. A Bg. day night



Dialog:	F: (V.O.) Jake — ! (beat) Jake — !	F: (V.O.) Ja — ke — !
Action:		
Timing:		

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 2 Pnl. B Bg. day night

Sc. 2 Pnl. C Bg. day night

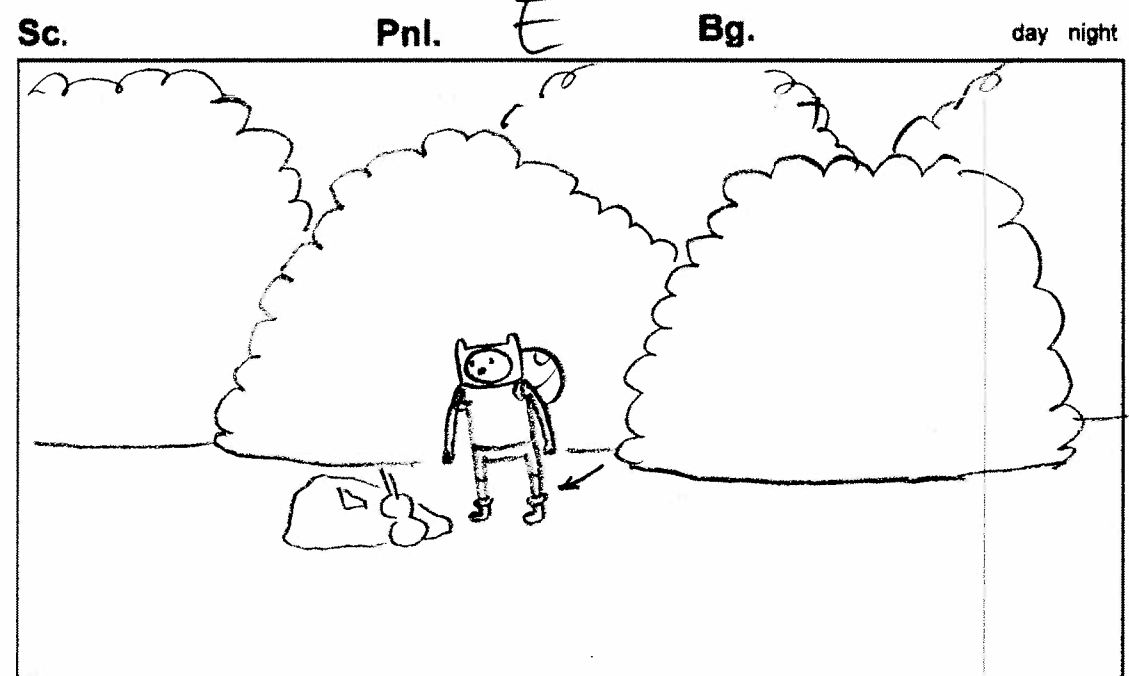
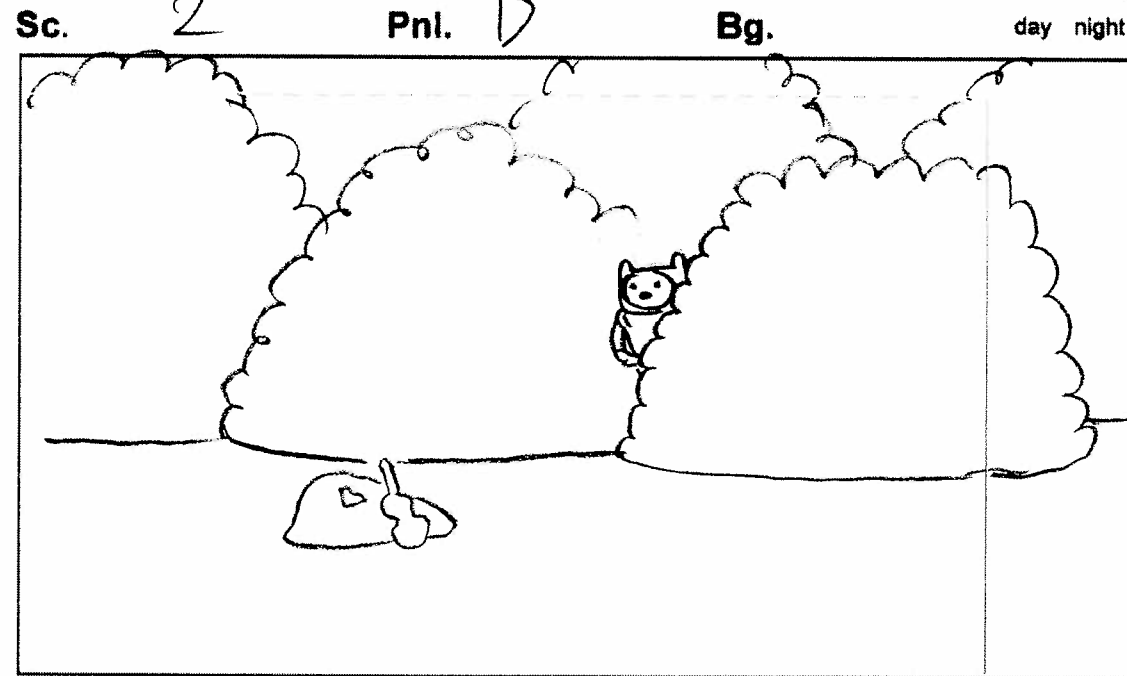
Dialog:	(beat)	F: Jake?
Action:	(bushes move around)	
Timing:		

EPISODE #
Production :

ADVENTURE TIME



Page 3



Dialog:	F: Huh ?	
Action:	(Finn walks out from bushes)	
Timing:		



picks up
viola
and
bow.

EPISODE #

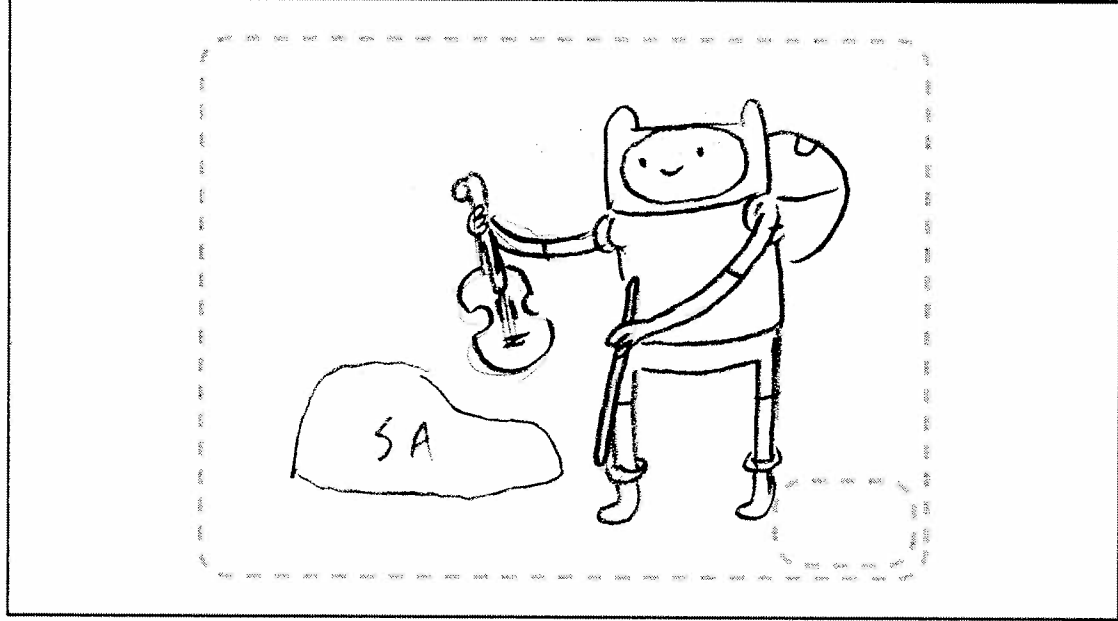
Production :

ADVENTURE TIME

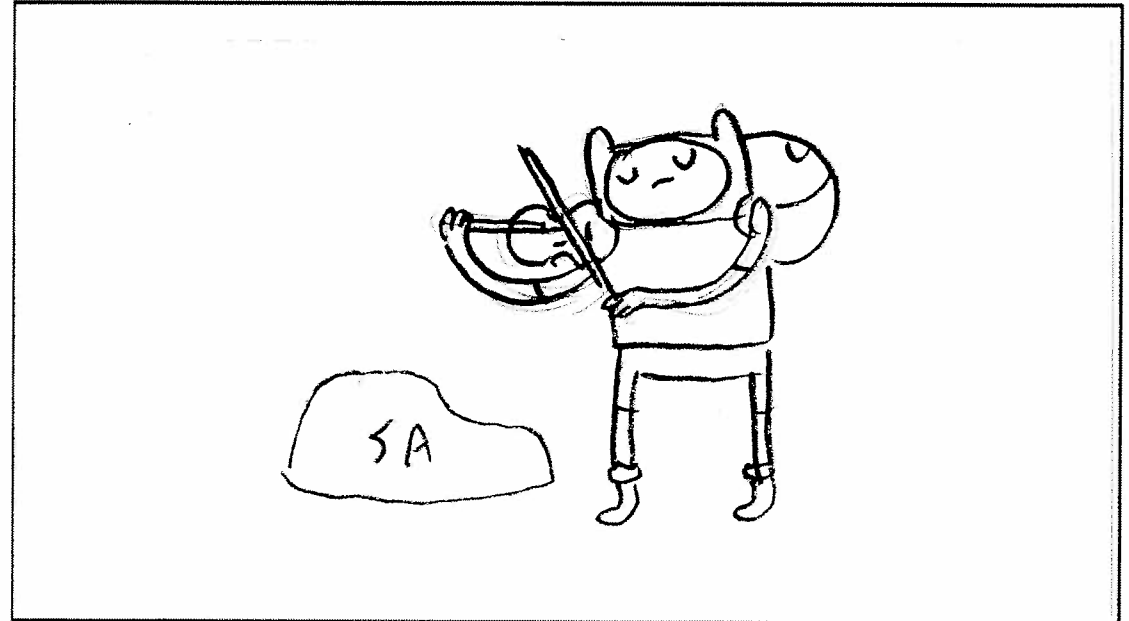


Page 6

Sc. 4 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	
Action:	
(F picks up viola)	(starts playing viola horribly)
Timing:	

EPISODE #

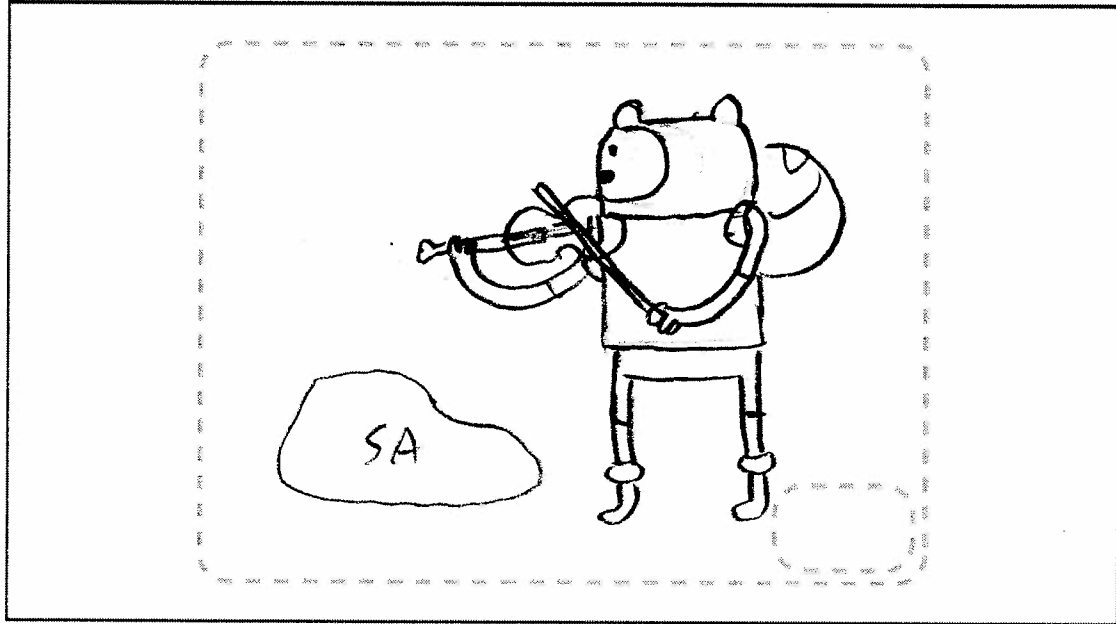
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

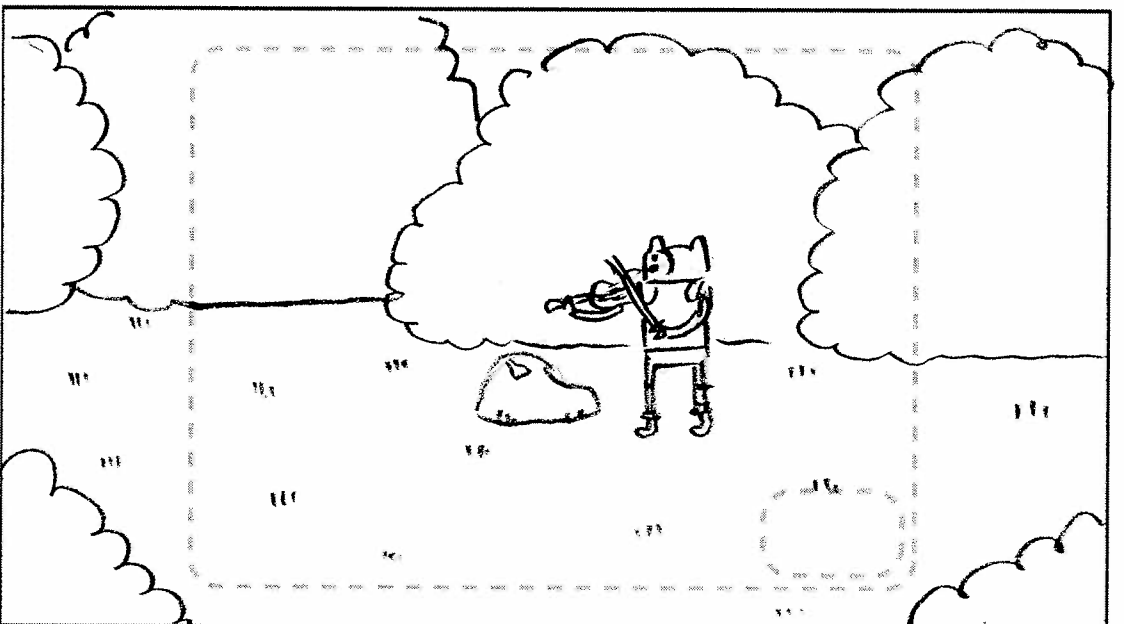
ADVENTURE TIME



Sc. 4 Pnl. E Bg. day night



Sc. 5 Pnl. A Bg. day night

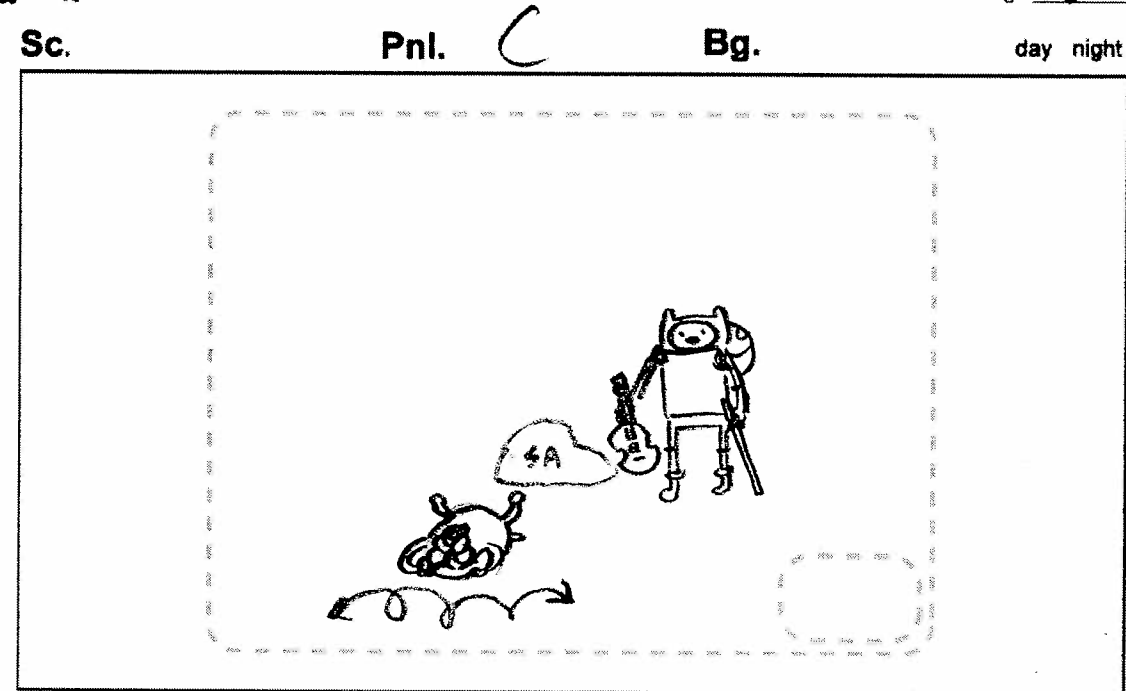
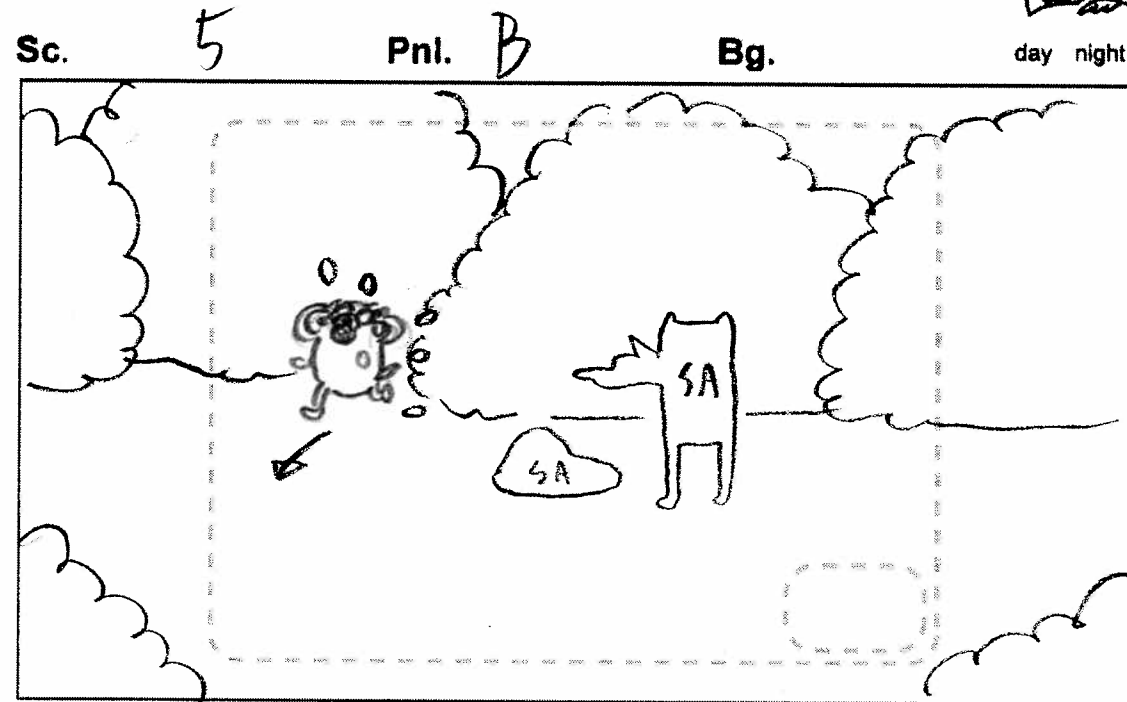


Dialog:	J: (o.s.) Ahhhh!! F: Huh?	J: (o.s.) Ahhhh!!
Action:	(Jake's screaming gets closer)	
Timing:		

EPISODE #

Production :

ADVENTURE TIME



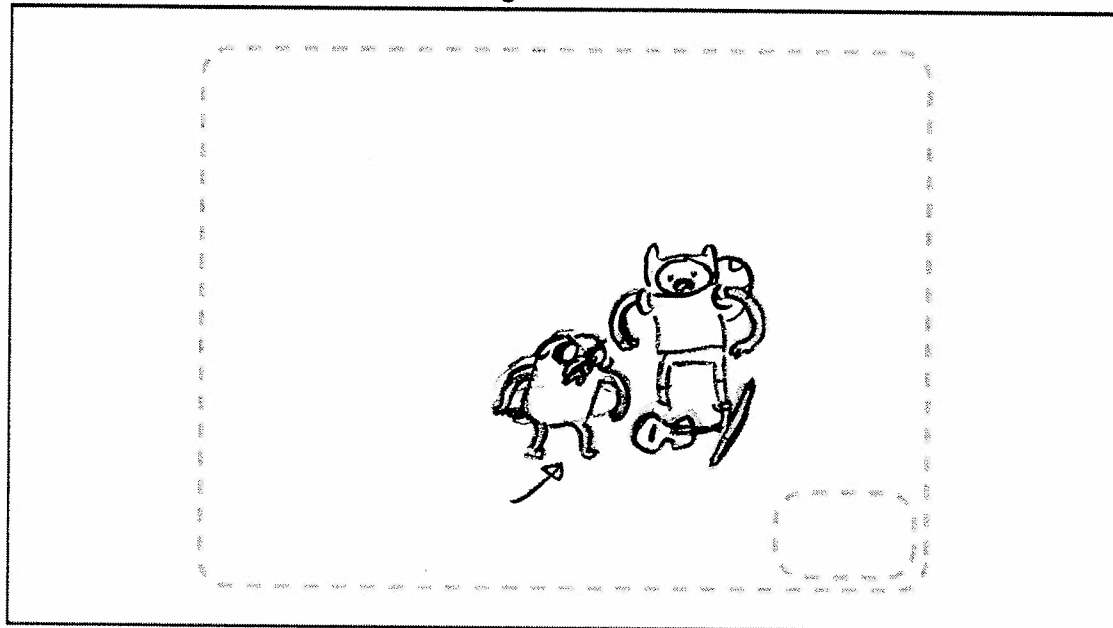
Dialog:	J: Ahhh !!	J: Ahhh !!
Action:	(Jake runs out from bushes)	(Jake rolls back and forth)
Timing:		

ADVENTURE TIME

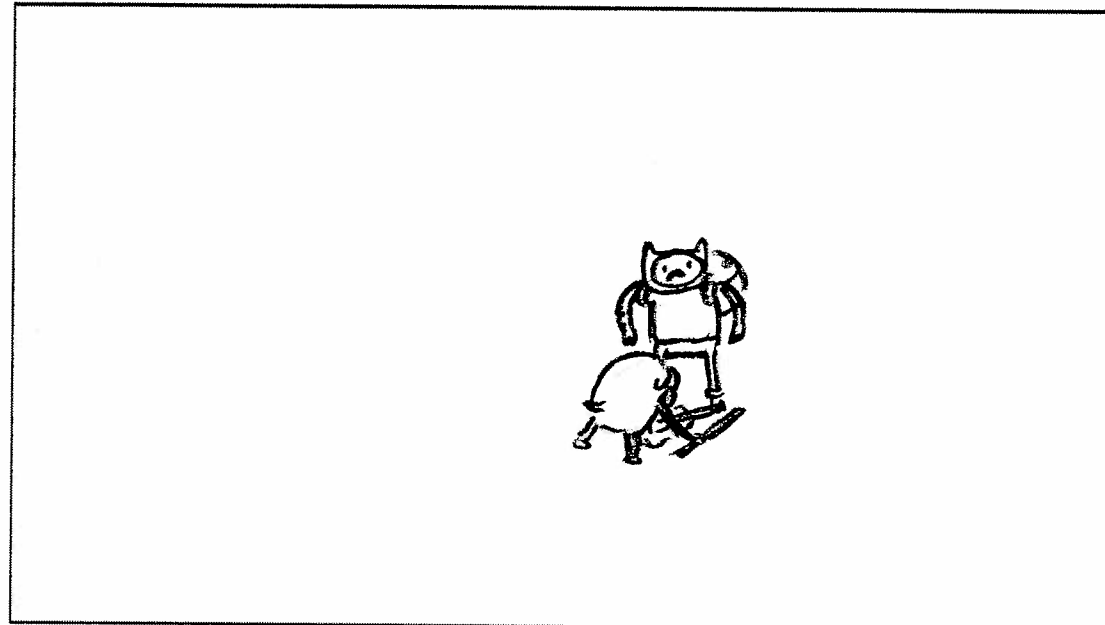


Page 9

Sc. 5 Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



Dialog:	J: Ugh !!	J: That sounded horrible man !!
Action:	(Jake knocks viola & bow out of Finn's hands)	(Jake picks up viola & bow)
Timing:		

EPISODE #

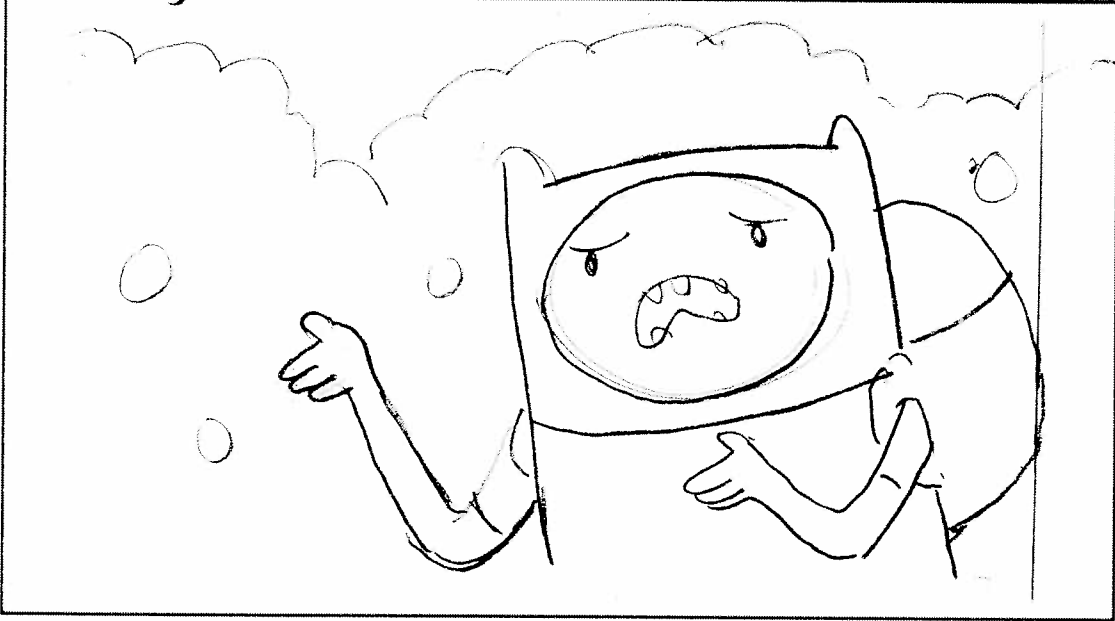
Production :

© 2009 The material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

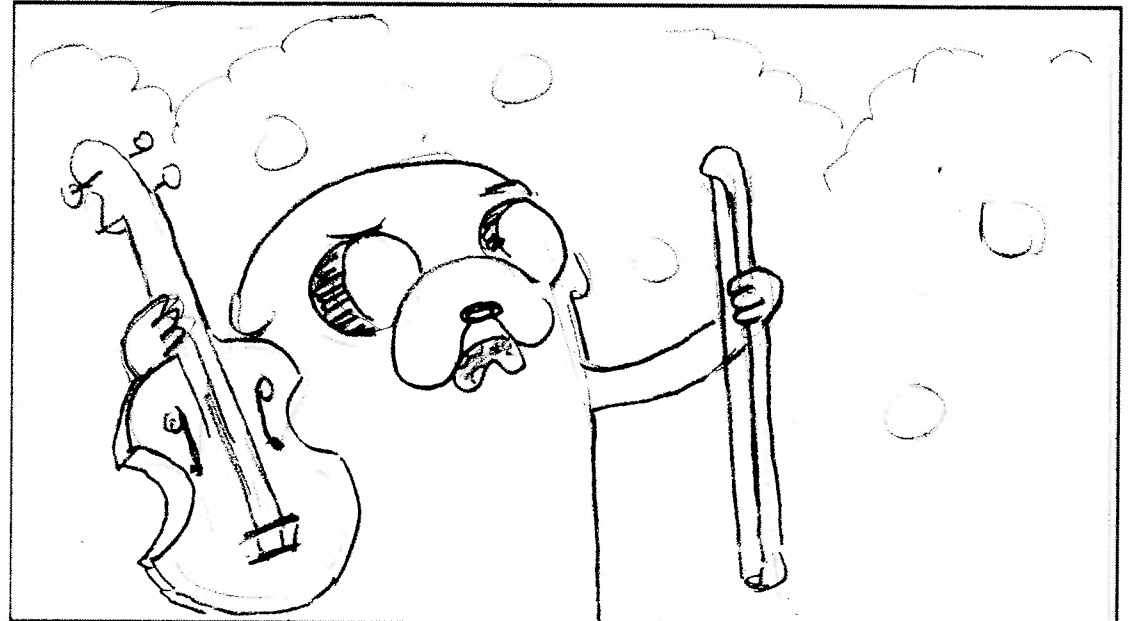
ADVENTURE TIME



Sc. 5A Pnl. A Bg. day night



Sc. 5B Pnl. A Bg. day night



Dialog:	F: I don't know how to play -	J: exactly! my viola doesn't like getting played by people who don't know how to play..
Action:		
Timing:		

EPISODE #

Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

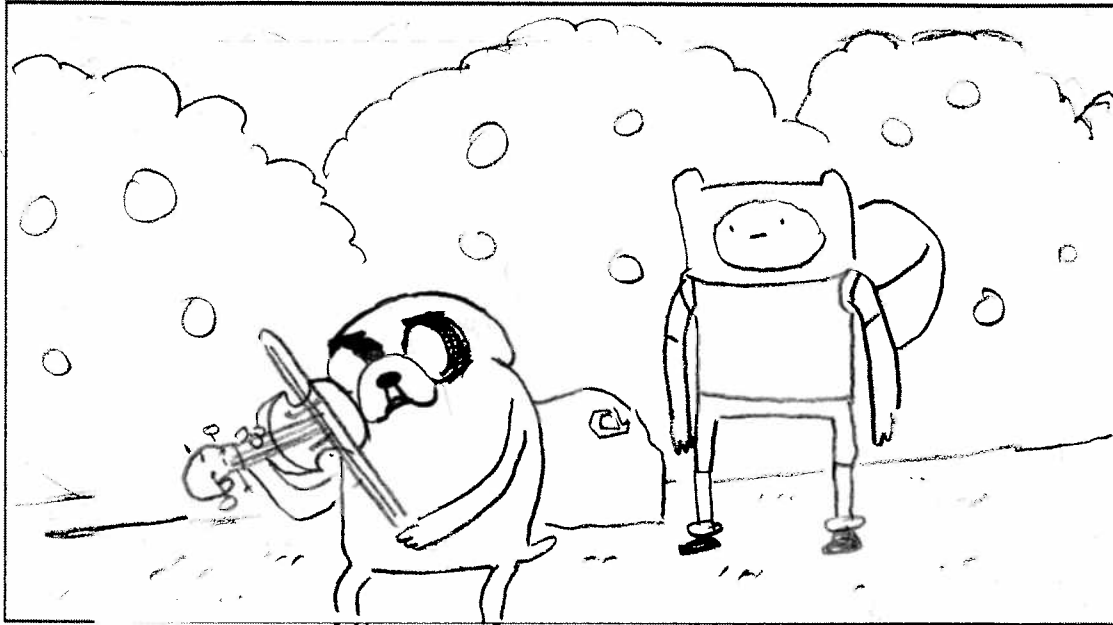
ADVENTURE TIME



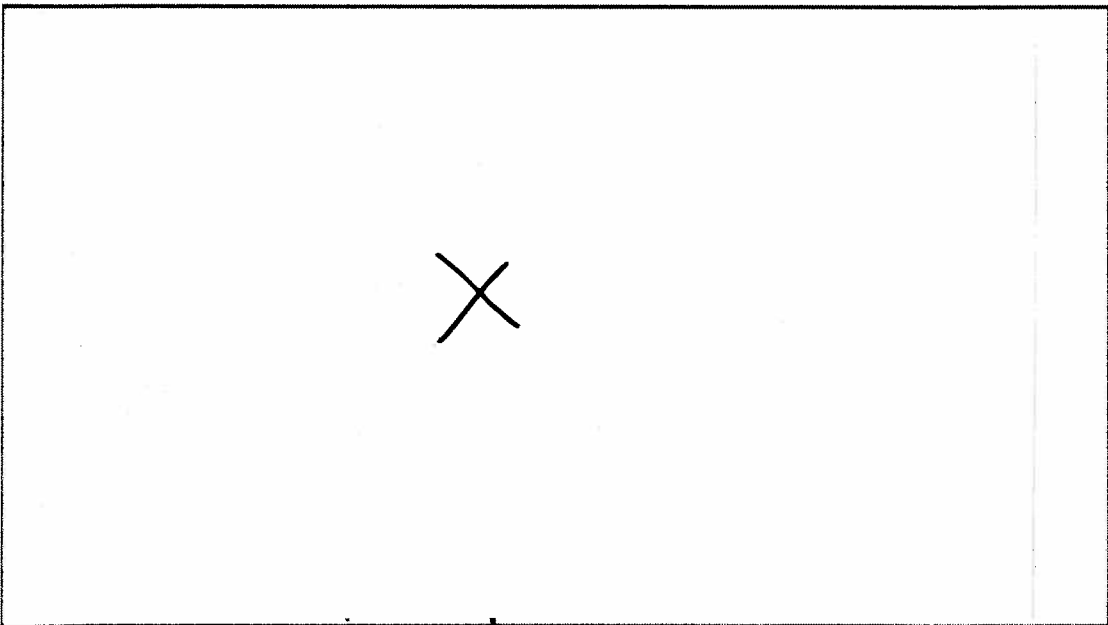
(Next Page 18)

Page 11

Sc. SC Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	<u>F: Hmm...</u>	<u>F:</u>
Action:	<u>(Jake starts tuning his viola)</u>	<u>(Fi</u>
Timing:		

EPISODE #



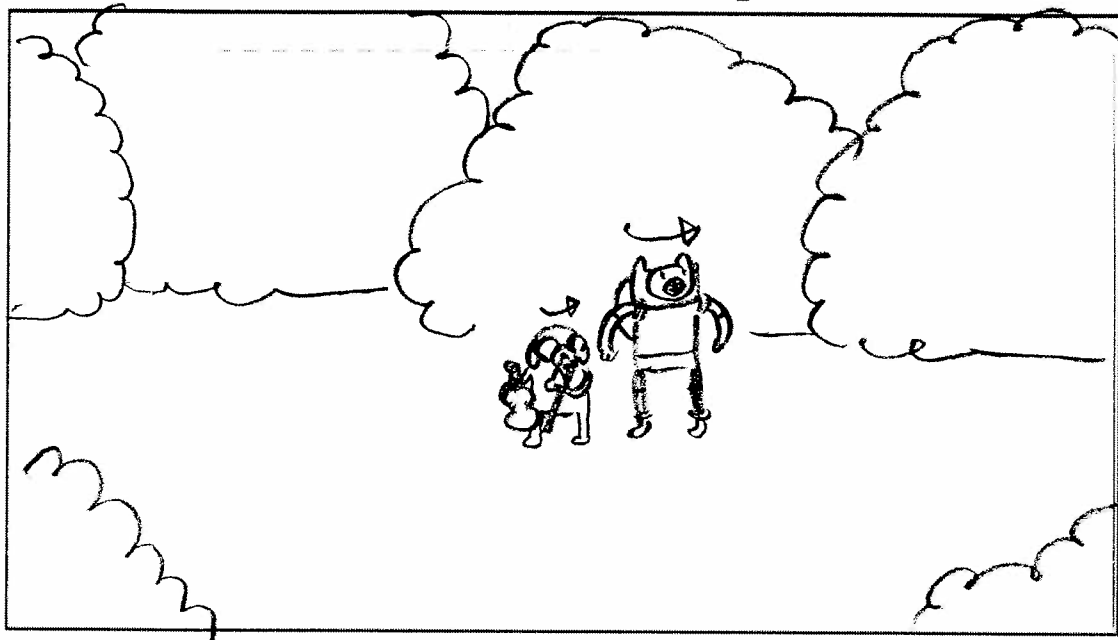
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

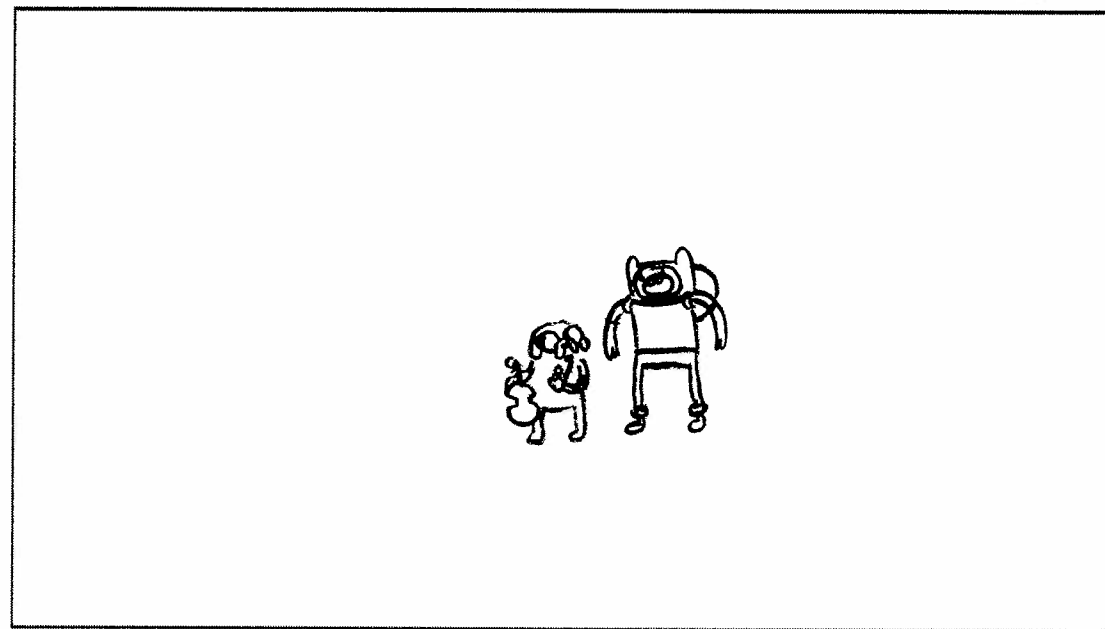


Page 18

Sc. 12 Pnl. A Bg. day night



Sc. 12 Pnl. B Bg. day night



Dialog:

(O.S.) AHHHH!! Noooo-!
Help! Help!

F: Ah! Somebody
needs help!

Action:

F&J: Huh?
(F&J turn around)

Timing:

EPISODE #

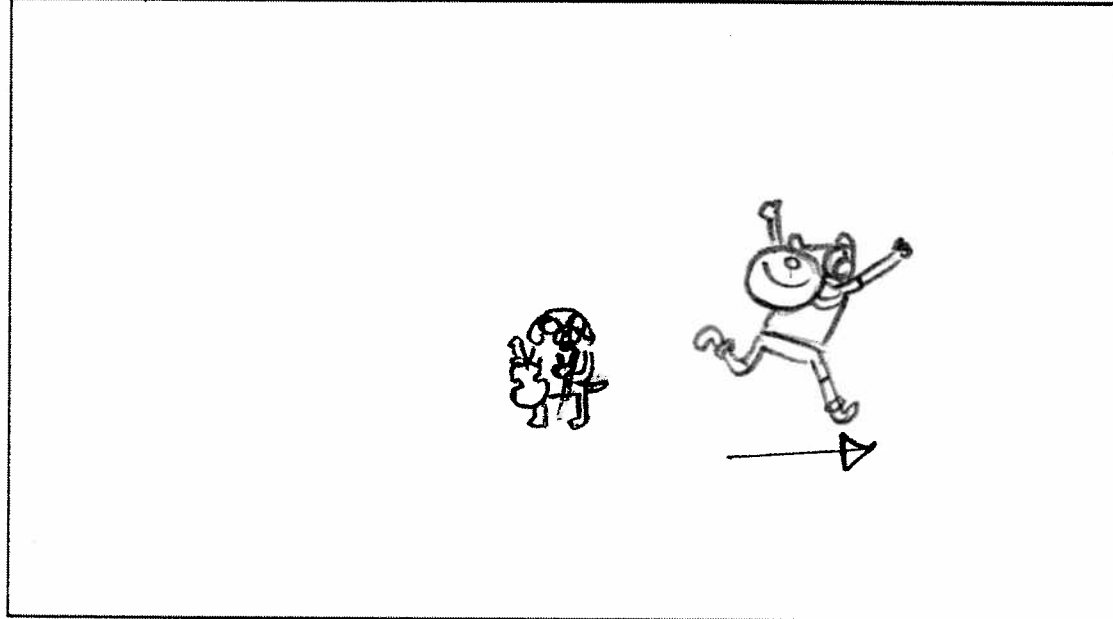
Production :

ADVENTURE TIME

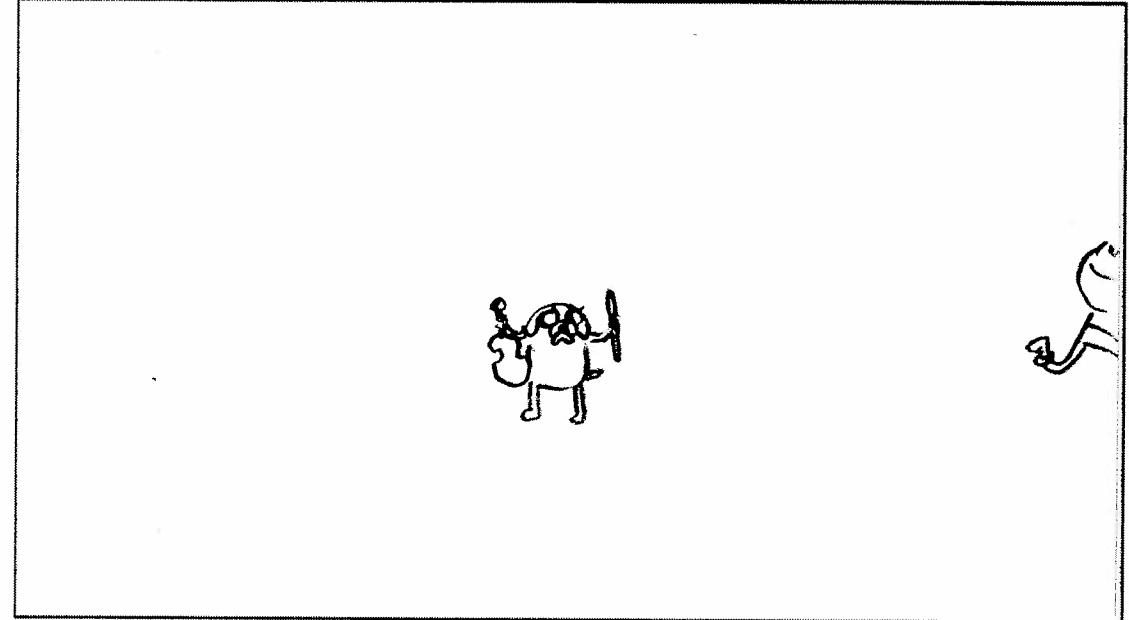


Page 19

Sc. 12 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	F: Let's go!!	J: Ugh wait up "
Action:	I gotta finish tuning my viola..	
Timing:		

EPISODE #

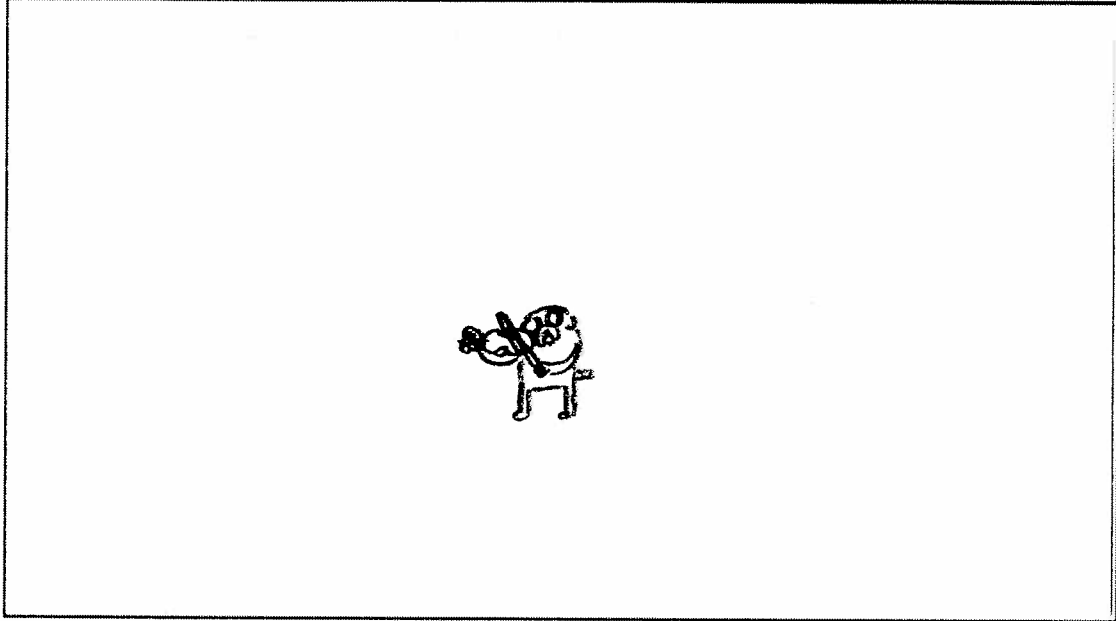
Production :

ADVENTURE TIME

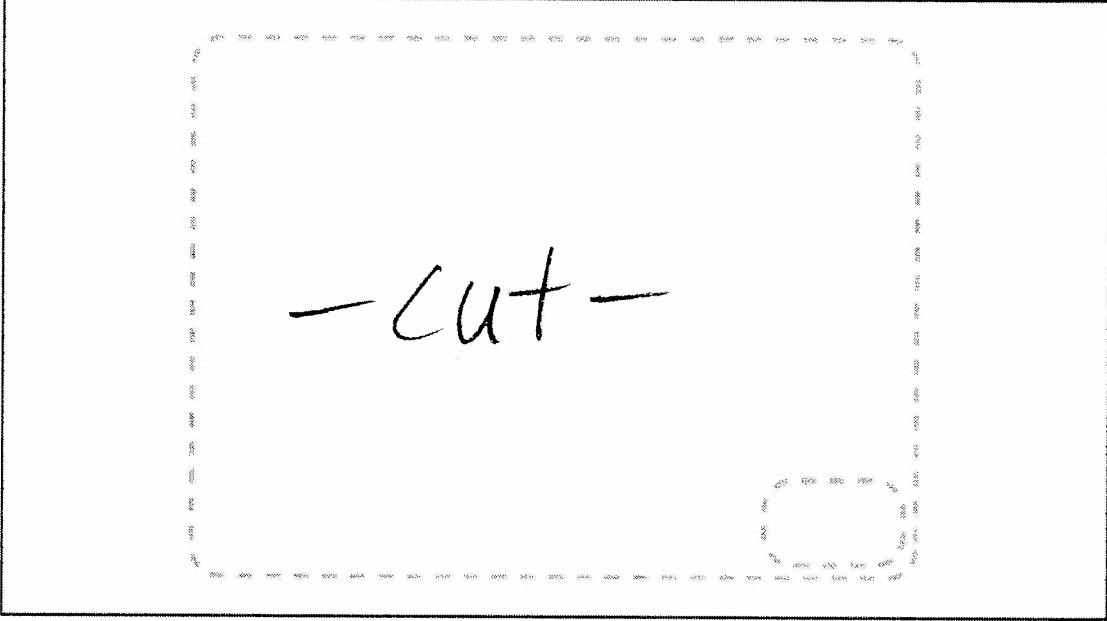


(pg. 20 @ Next)

Sc. 12 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:	♪ d d ~
Action:	(Jake tuning)
Timing:	

EPISODE #

Production :

© 2009 This material is the property of The Curious Incident, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



(Pg. 21 Next)
(Pg. 20 Prev.)

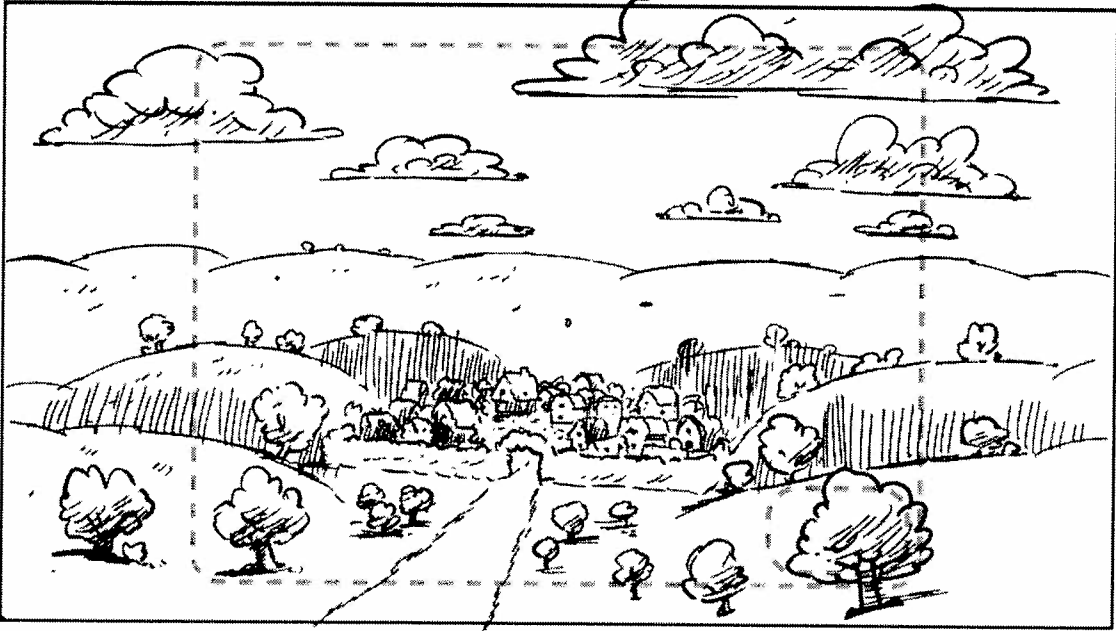
Page 20 A

Sc. 12 A

Pnl. A

Bg.

day night

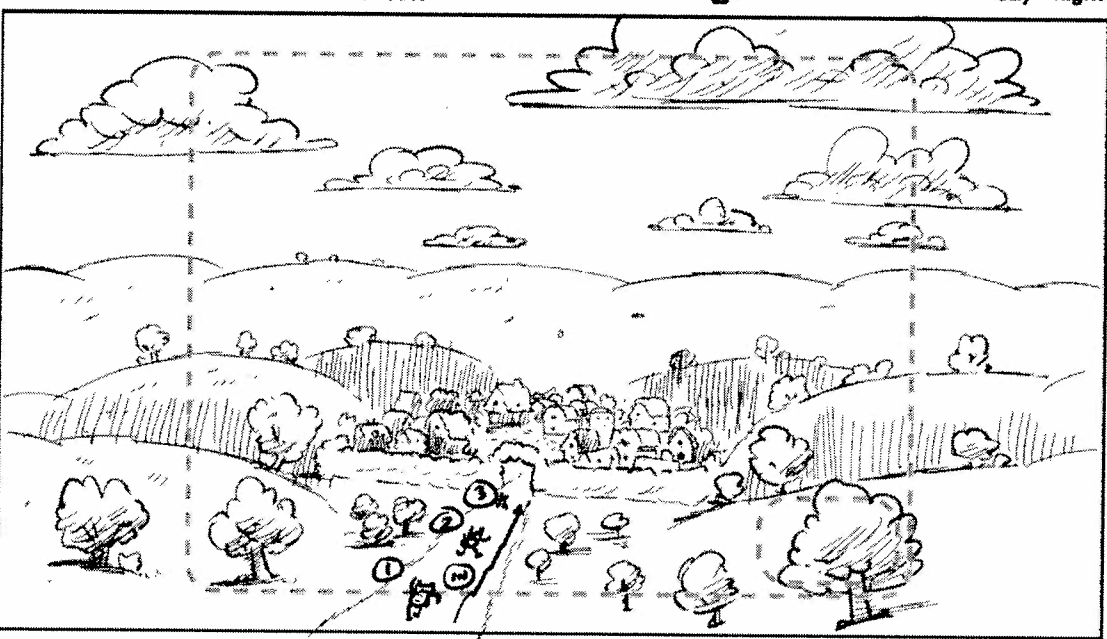


Sc. 12 A

Pnl. B

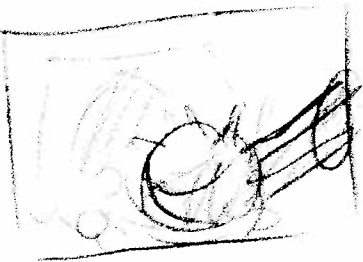
Bg.

day night



Dialog:

Action:



(FINN RUNS TOWARDS VILLAGE)

EPISODE #

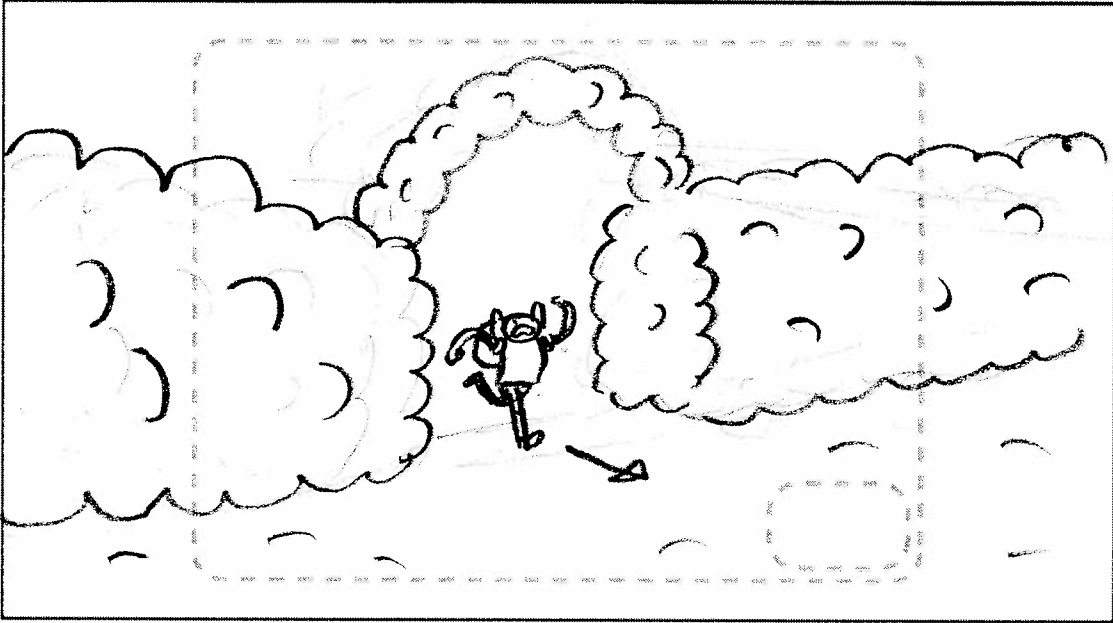
Production :

ADVENTURE TIME

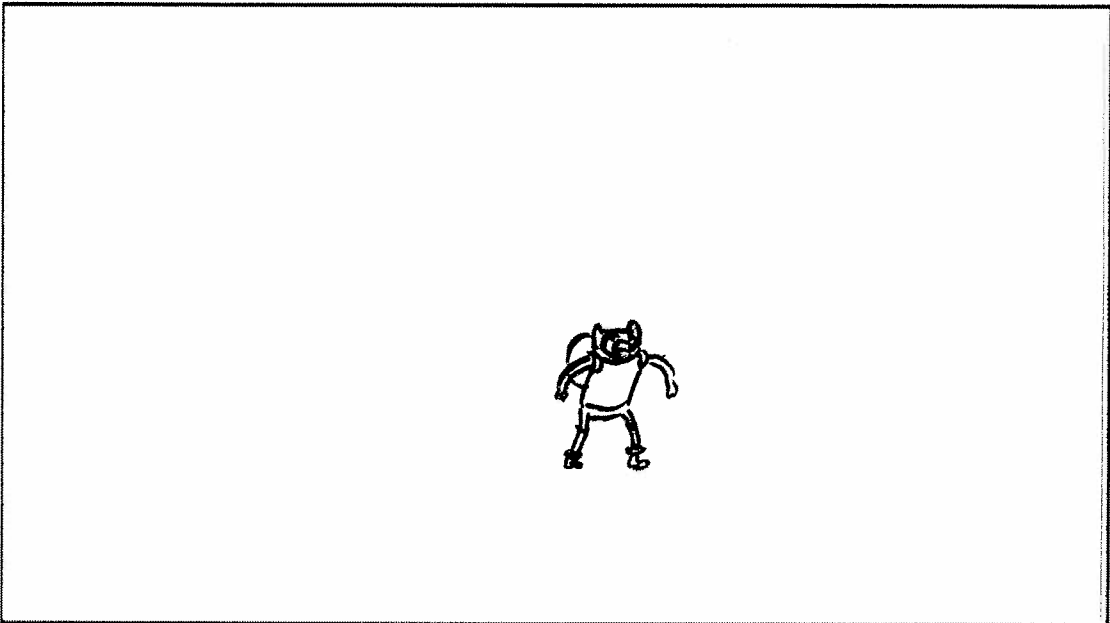


(Pg. 20Ⓐ PREV)

Sc. 13 Pnl. A Bg. day night



Sc. 13 Pnl. B Bg. day night



EPISODE #

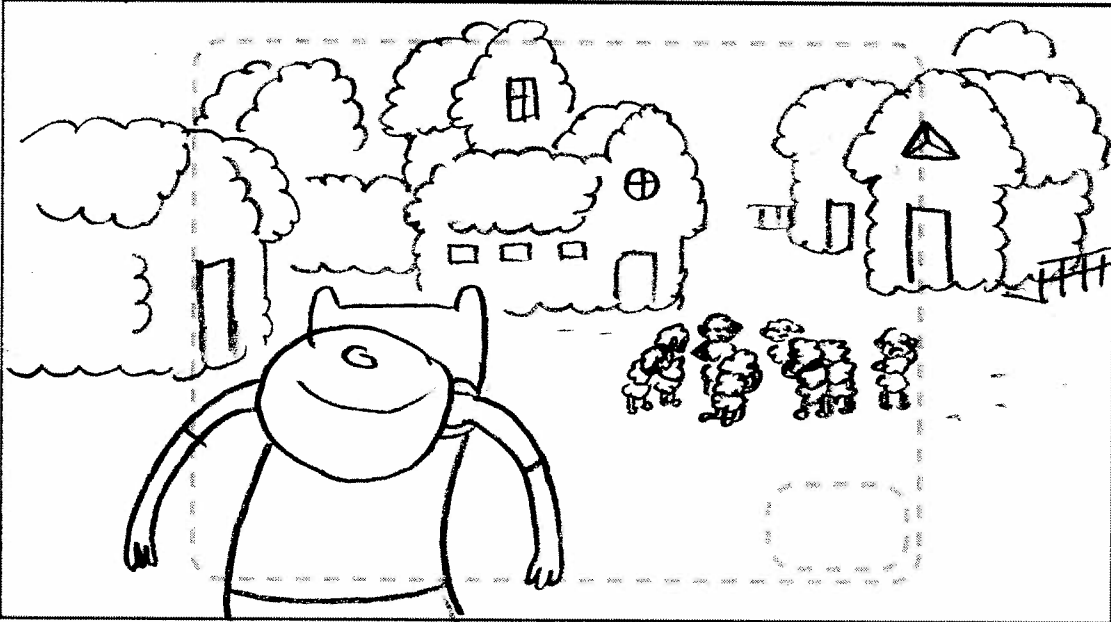
Dialog:	(O.S.) (villagers sobbing) F: Huff Huff	F: Huff Huff
Action:	(Finn comes running in)	(F stops)
Timing:		

Production :

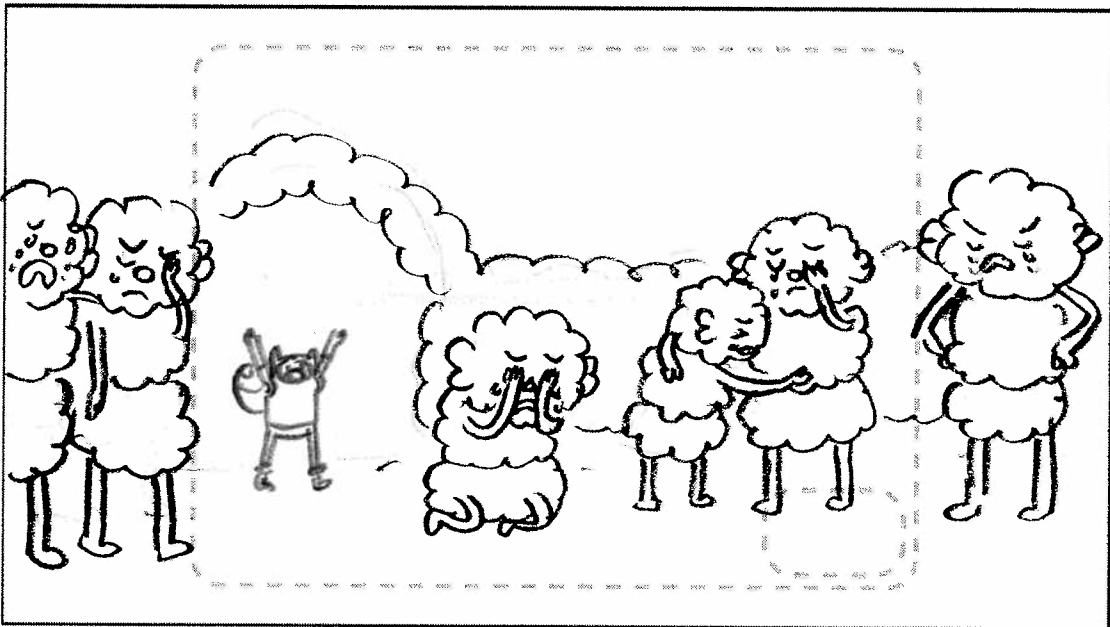
ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog:	(villagers sobbing)	F: Fluffy People!! Why are you all in a tizzy!?
Action:		
Timing:		

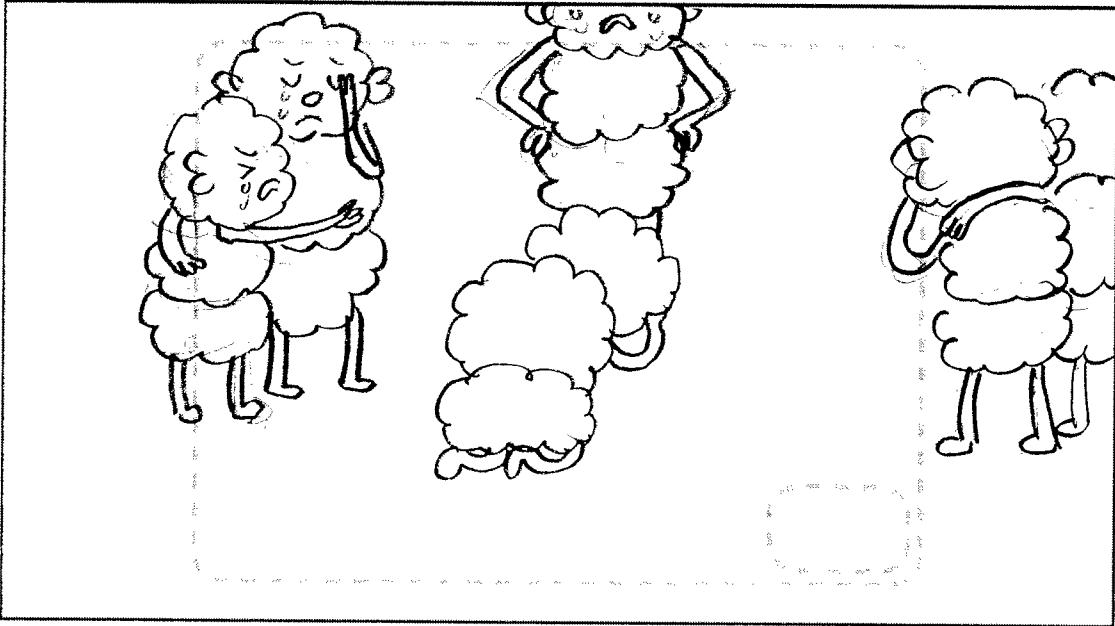
EPISODE #

Production :

ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	1: (crying)	1: The Gut Grinder.. He's back..
Action:		
Timing:		

EPISODE #

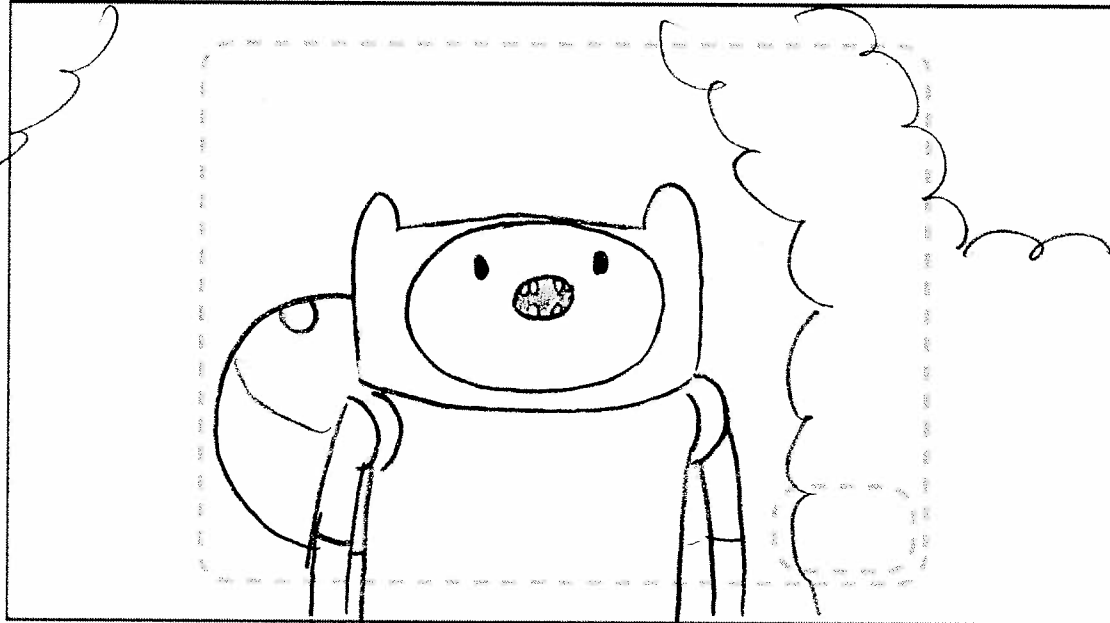
Production :

ADVENTURE TIME

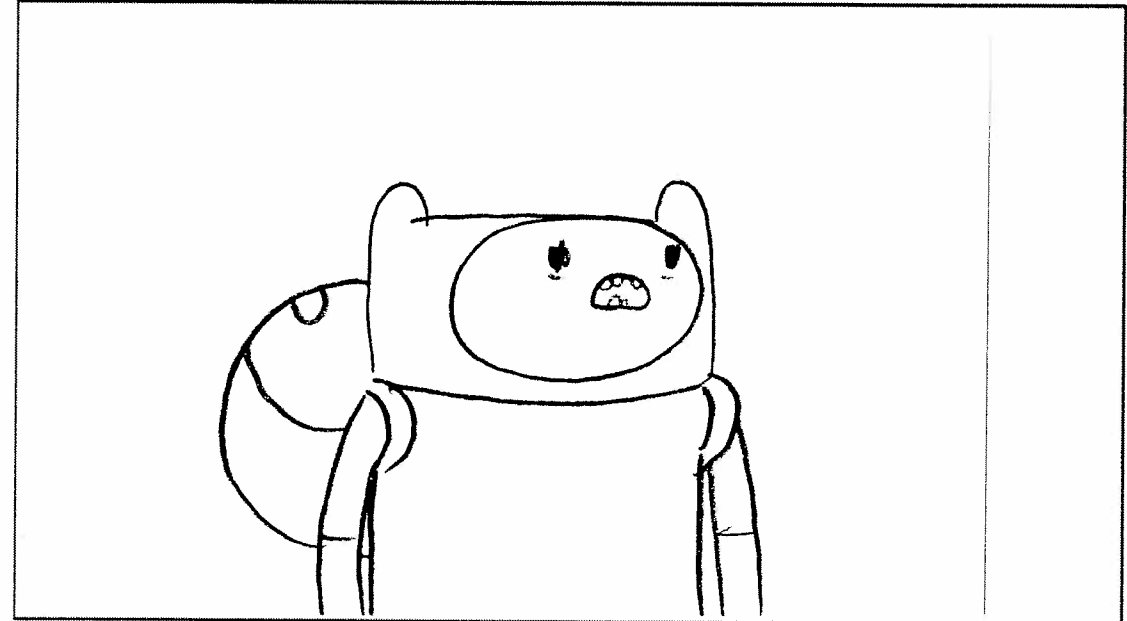


Page 24

Sc. 17 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	F: The Gut Grinder?	2 (O.S.) Yes!!! F: Huh?
Action:		
Timing:		

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 18 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	2: He is back for sure... F: Who is this Gut-Grinder Guy?
Action:	
Timing:	

EPISODE #

Production :

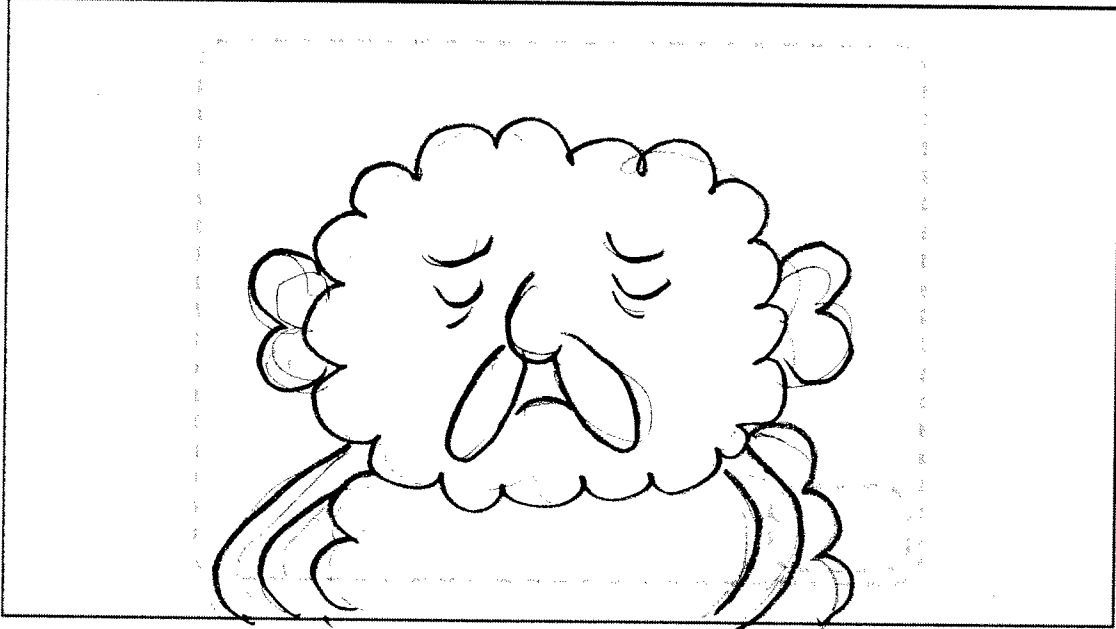
ADVENTURE TIME



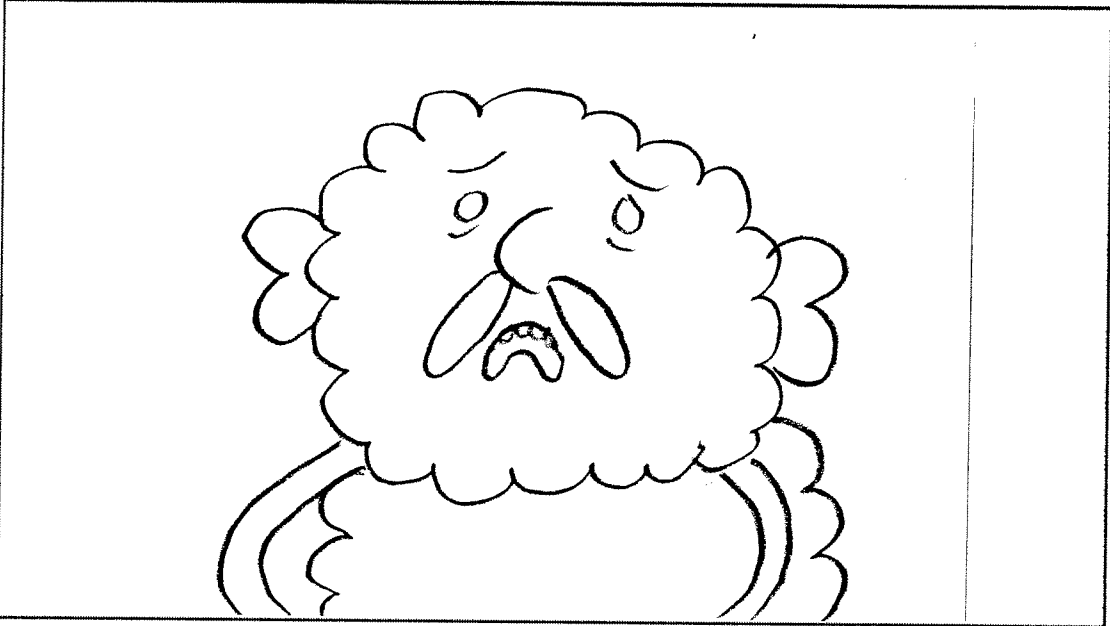
(Next Page 28)

Page 26

Sc. 19 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	2 : * deep sigh *	2 : The Gut Grinder is a Gold, eating monster
Action:		
Timing:		

EPISODE #

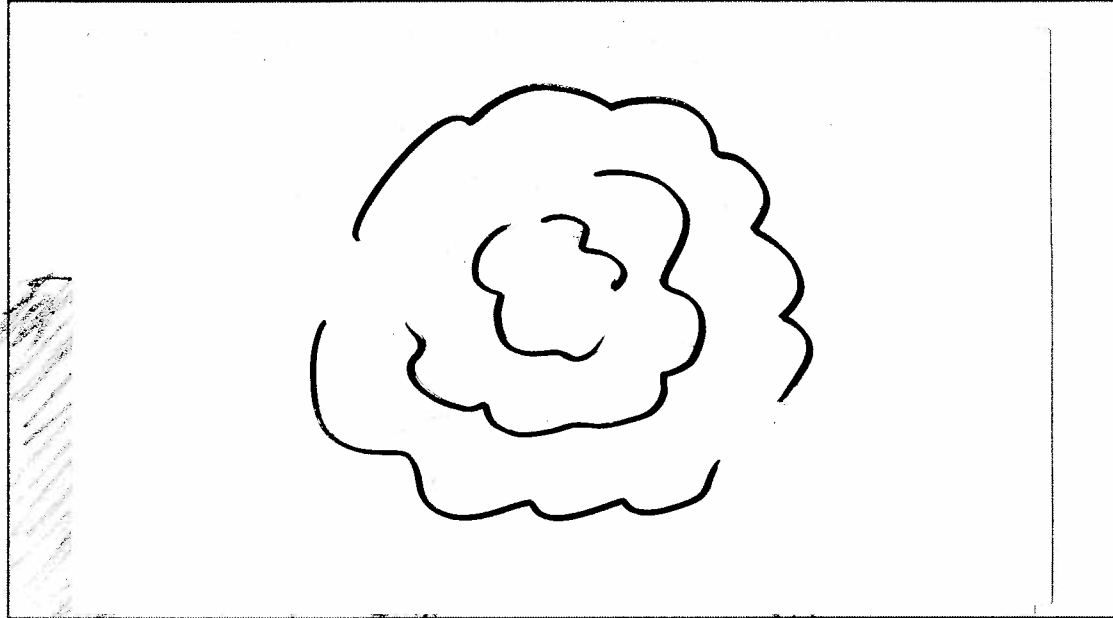
Production :

ADVENTURE TIME

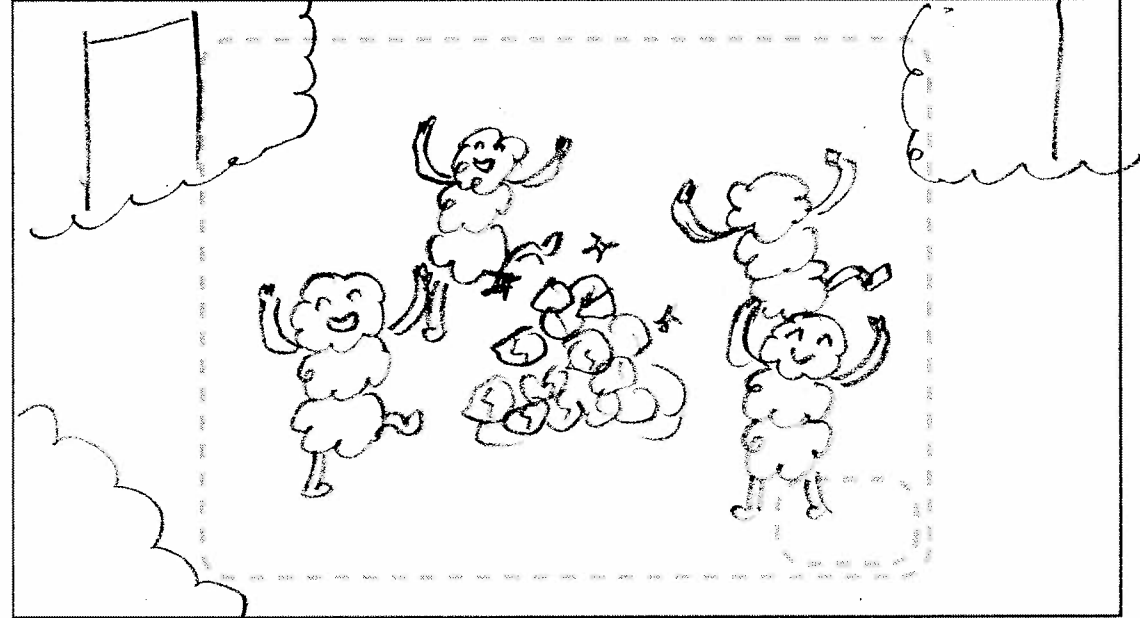


Page 28

Sc. 20 Pnl. B Bg. day night



Sc. 21 Pnl. A Bg. day night



EPISODE #

Dialog: 2

Ripple dissolve

Action:

Timing:

②: IN THE PAST, THE FLUFFY PEOPLE
OF THIS VILLAGE ENJOYED PILING
OUR GOLD IN THE CENTER OF TOWN AND
DANCING WILDLY AROUND IT!.. IT WAS
AWESOME!
chuckle

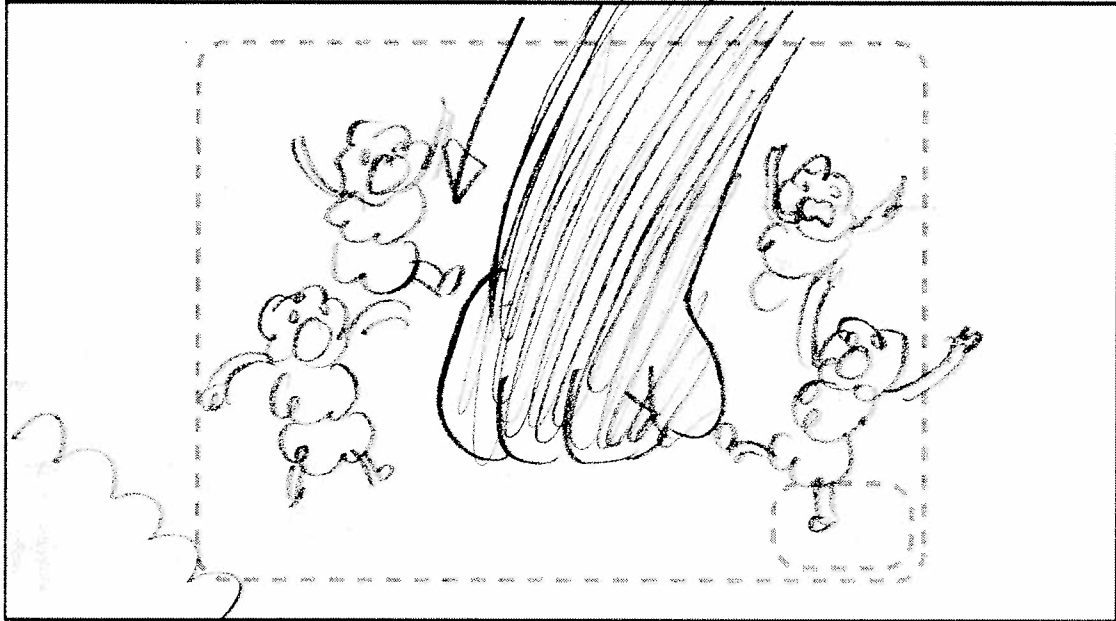
(Fluffy people dance walla)

Production :

ADVENTURE TIME



Sc. 21 Pnl. B Bg. day night

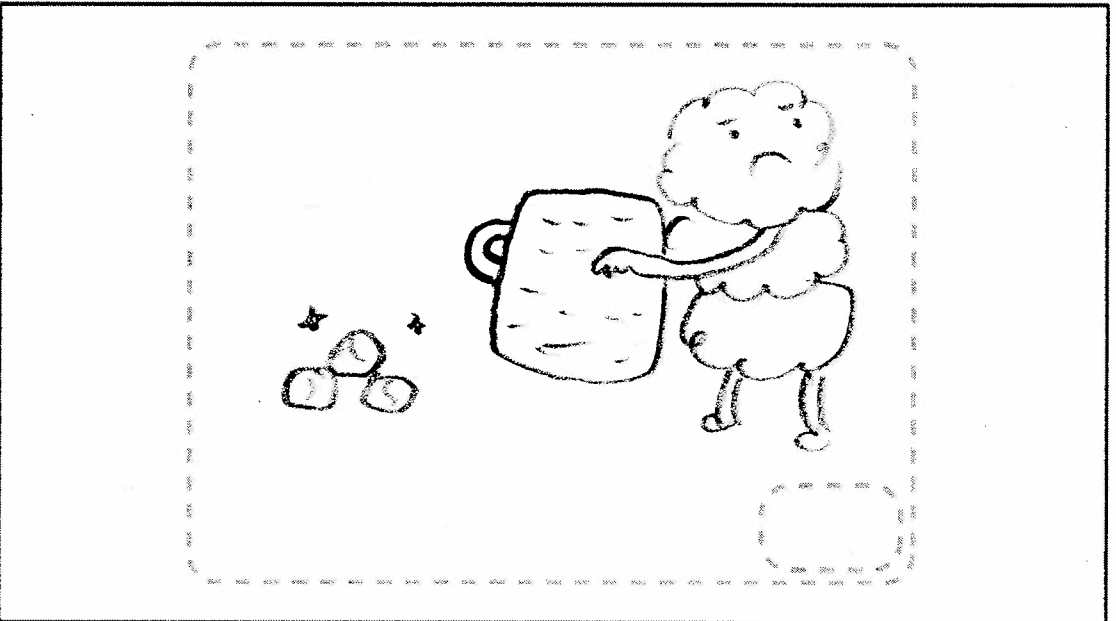


Dialog: 2: but then the gut grinder came!
and stole our pile of gold!!

Action: (G.G.'s hand take gold)

Timing:

Sc. 22 Pnl. A Bg. day night



2: some adapted and learned
how to hide our gold
using a big cup.

EPISODE #

Production :

© 2009 This material is the property of The Curious Movement, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



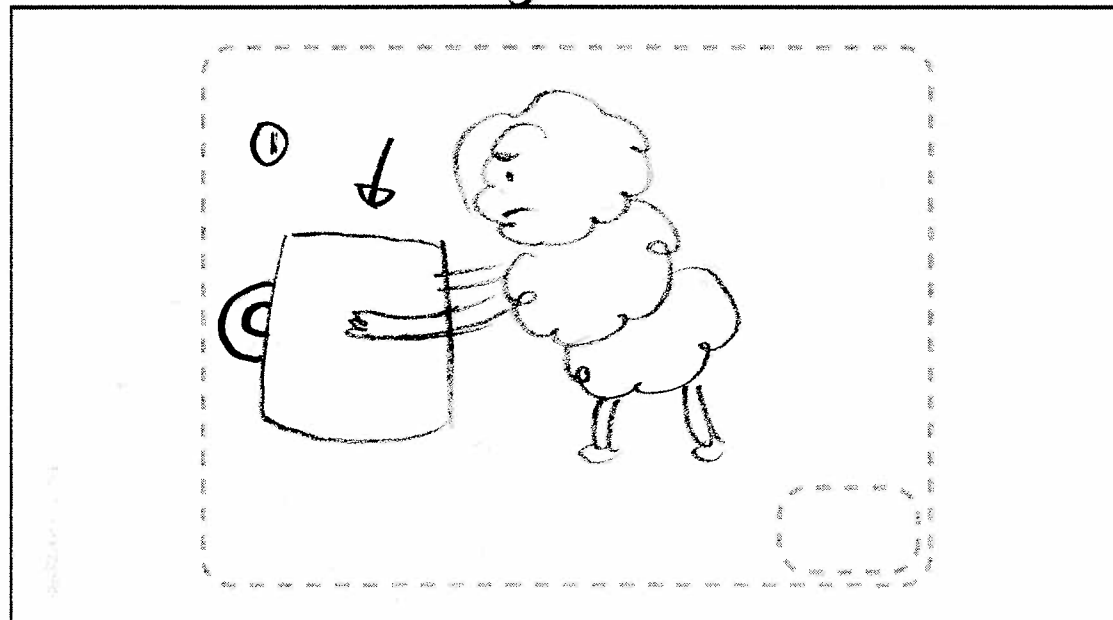
Page 30

Sc. 22

Pnl. B

Bg.

day night

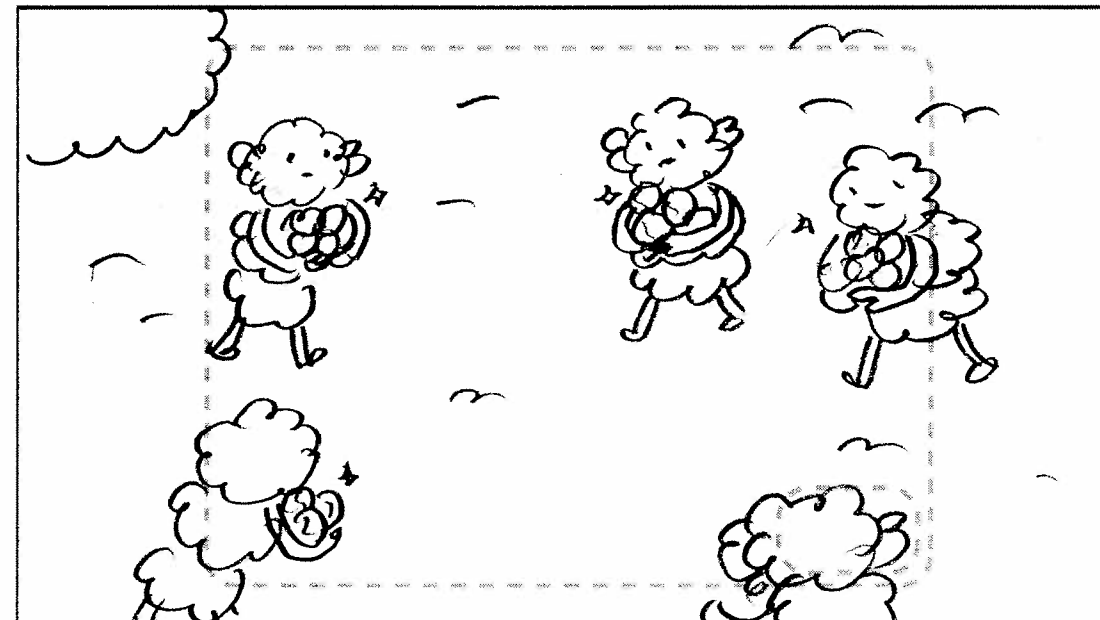


Sc. 23

Pnl. A

Bg.

day night

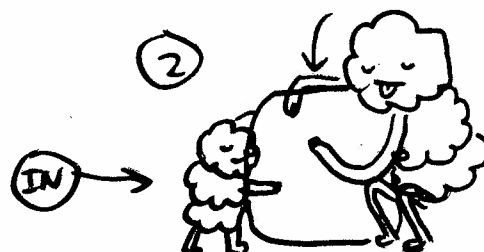


Dialog:

2:

... and it worked!
~~For~~ The gut grinder didn't come back!

Action:



Timing:

(hugs cup)

2

but recently.. and admittedly it was probably a bad idea but we took our gold out from under the cup

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 23 Pnl. B Bg. day night

Sc. 24 Pnl. A Bg. day night

Dialog: 2: and put it in the center of town.. ~~it~~ ^{*laugh*} ~~cause~~ we really like dancing around it ~~it~~

Action:

Timing:

2: but boy oh boy was that a mistake.. you know what happened?

(cross dissolve)

EPISODE #

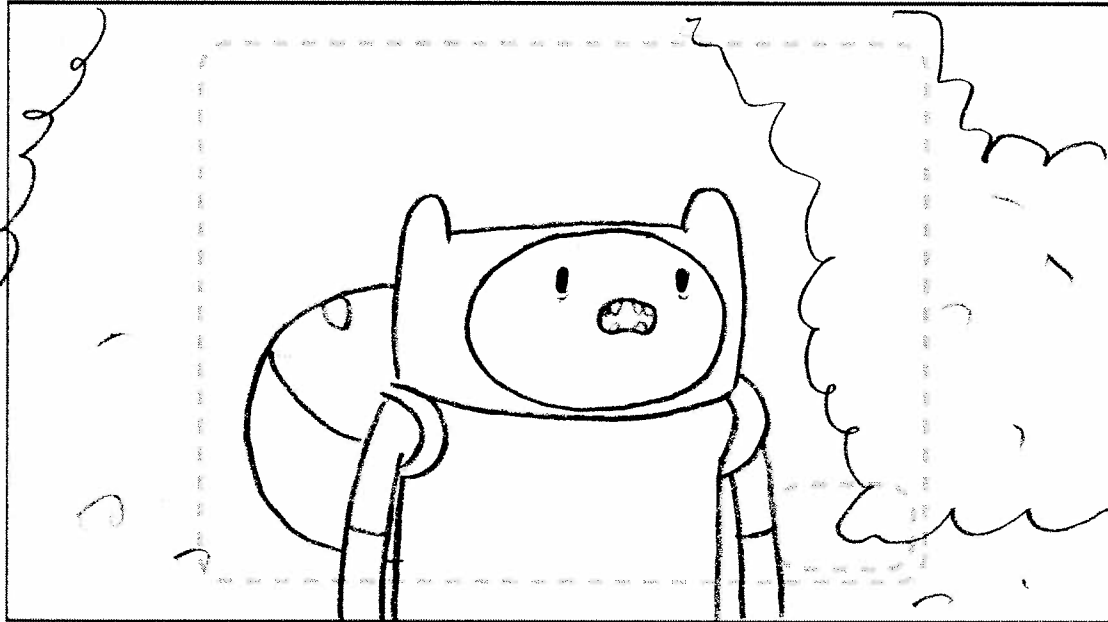
Production :

ADVENTURE TIME

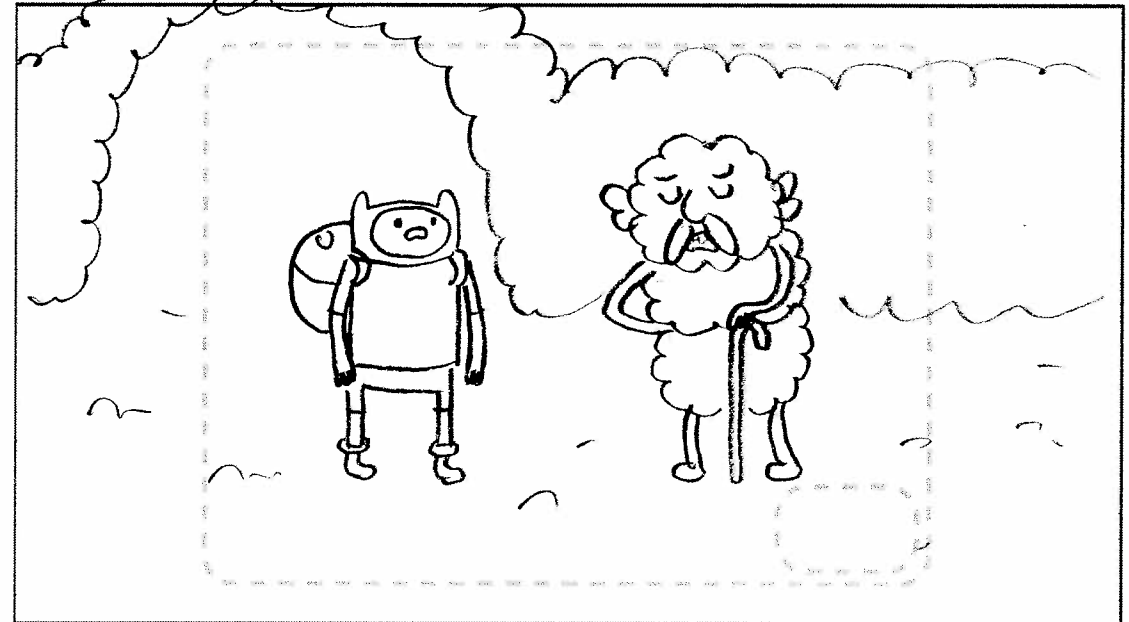


Page 32

Sc. 25 Pnl. A Bg. day night



Sc. 26 Pnl. A Bg. day night



Dialog:	F: uhhh... It came back and ate all your gold?	2: Yes... he ate all our gold
Action:	old fluffy person shakes head.	
Timing:		

EPISODE #

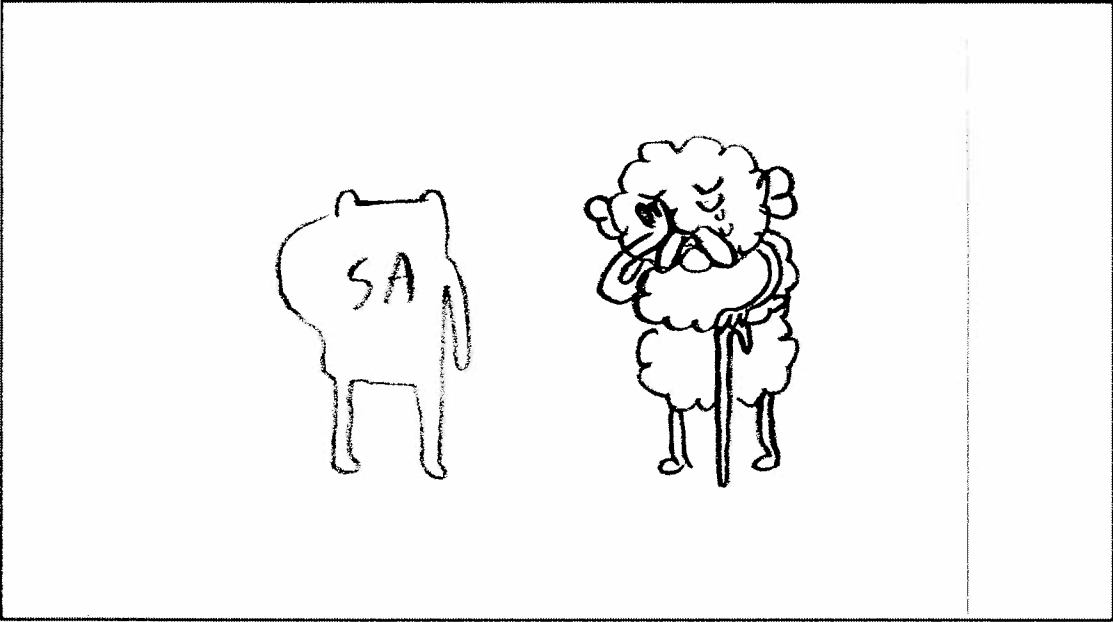
Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

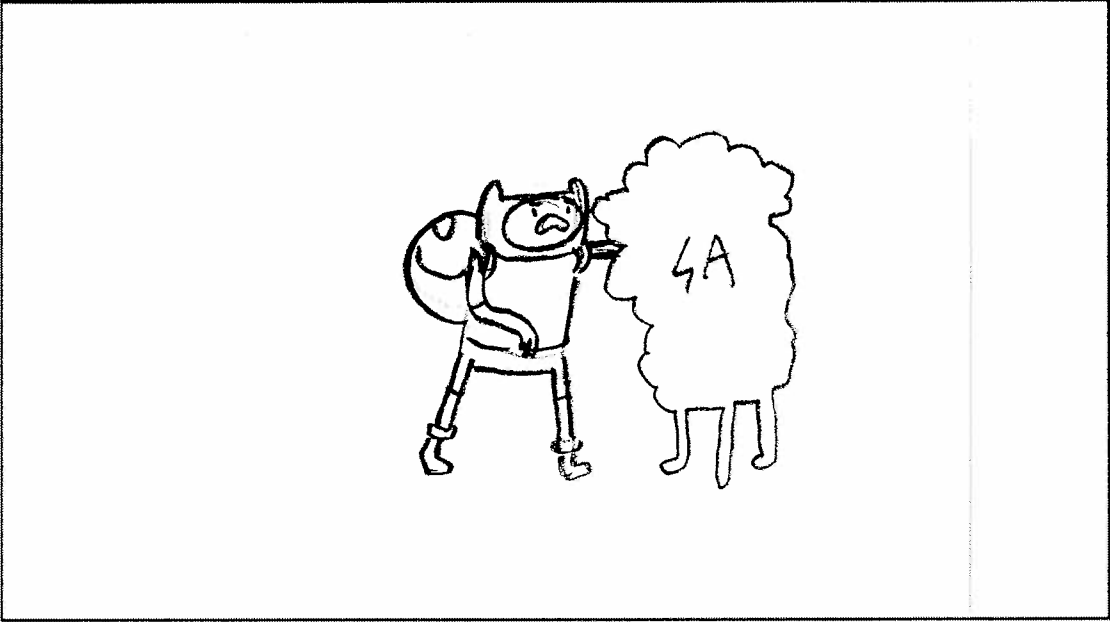
ADVENTURE TIME



Sc. 26 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night

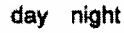


Dialog:	<p>Z: (starts crying)</p> <p>F: Ah... Don't cry fluffy old man...</p>
Action:	<p>(Z keeps crying)</p>
Timing:	

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



26

D

day night

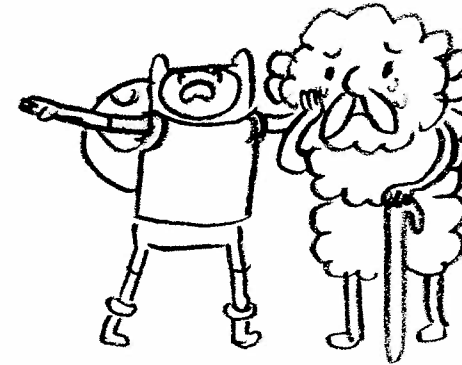


Pnl.

E

day night

Page 34



F: I'll find this monster..

F: And bring peace
to this village!!

Timing:

EPISODE #

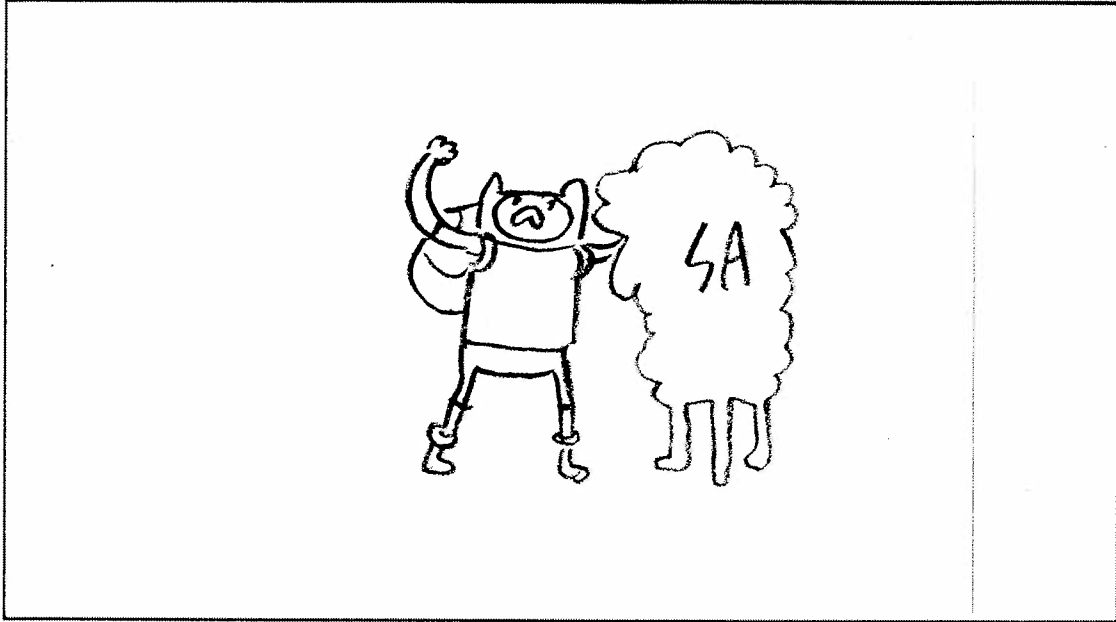
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

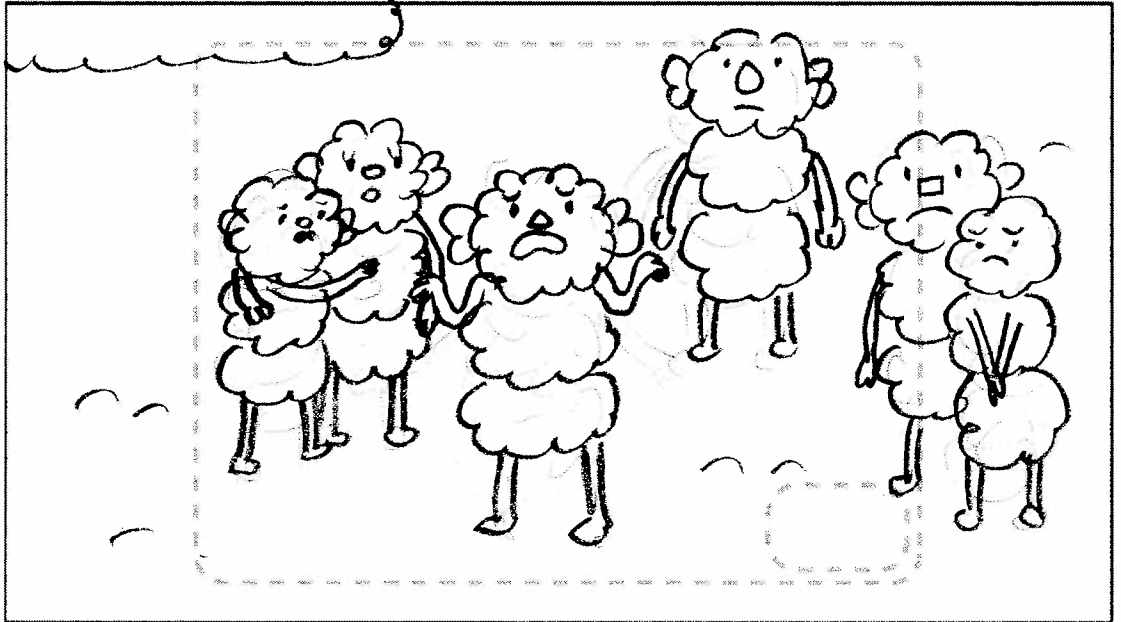
ADVENTURE TIME



Sc. 26 Pnl. F Bg. day night



Sc. 27 Pnl. A Bg. day night



Dialog:	F : I swear !!	I : Swear to what? you gotta swear to something?
Action:		
Timing:		

EPISODE #

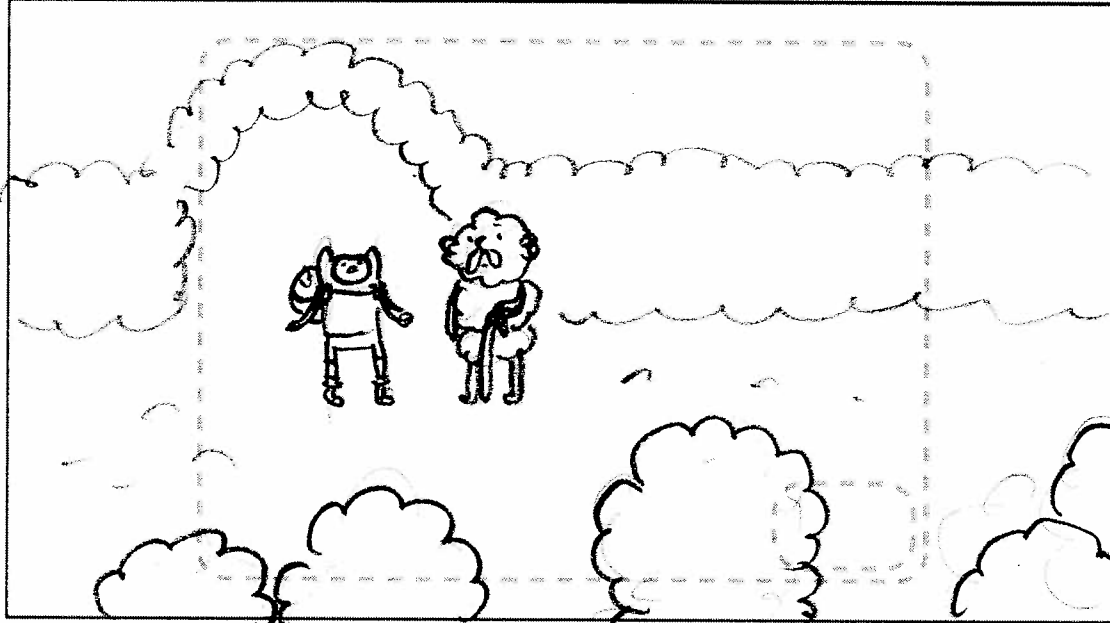
Production :

ADVENTURE TIME

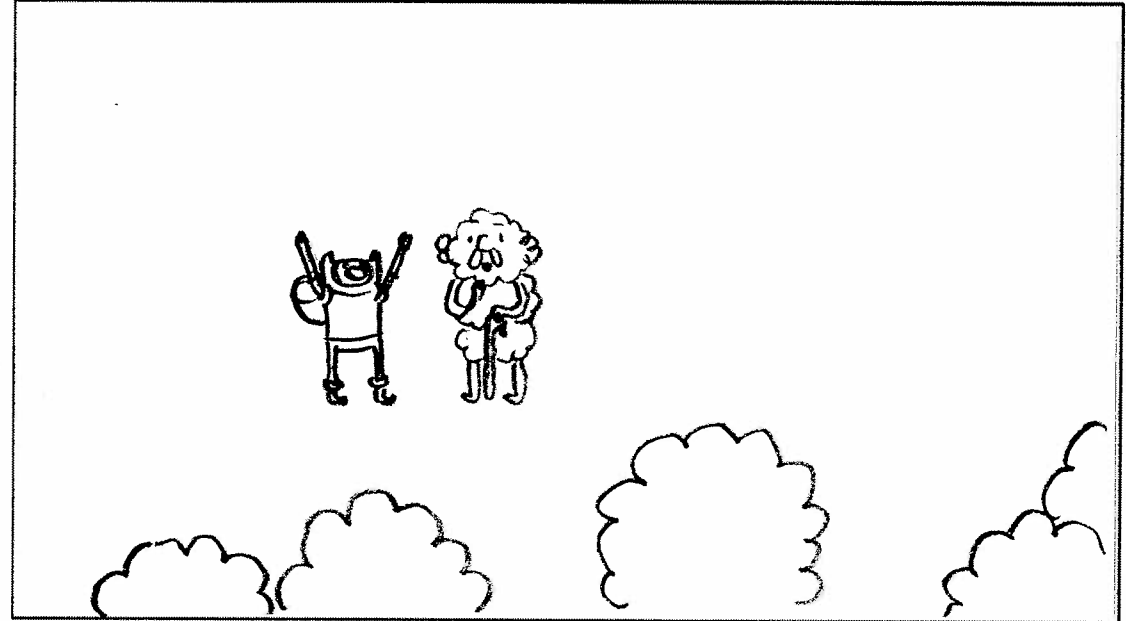


Page 36

Sc. 28 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	F: Uhh.. Justice??	F! I swear to Justice!!
Action:		
Timing:		

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.

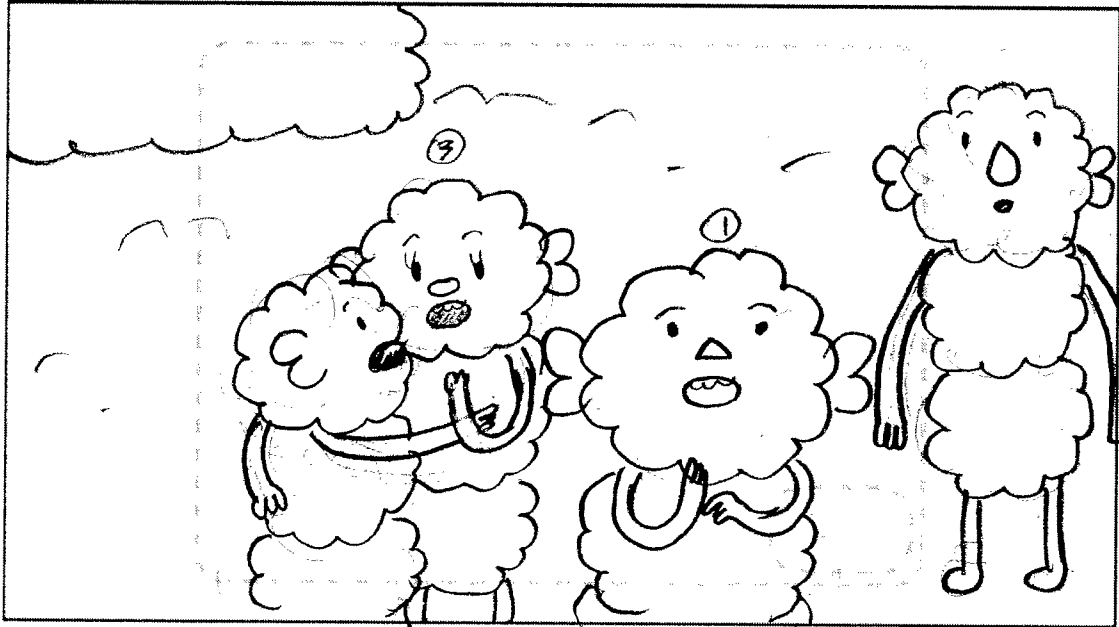
29

Pnl.

A

Bg.

day night



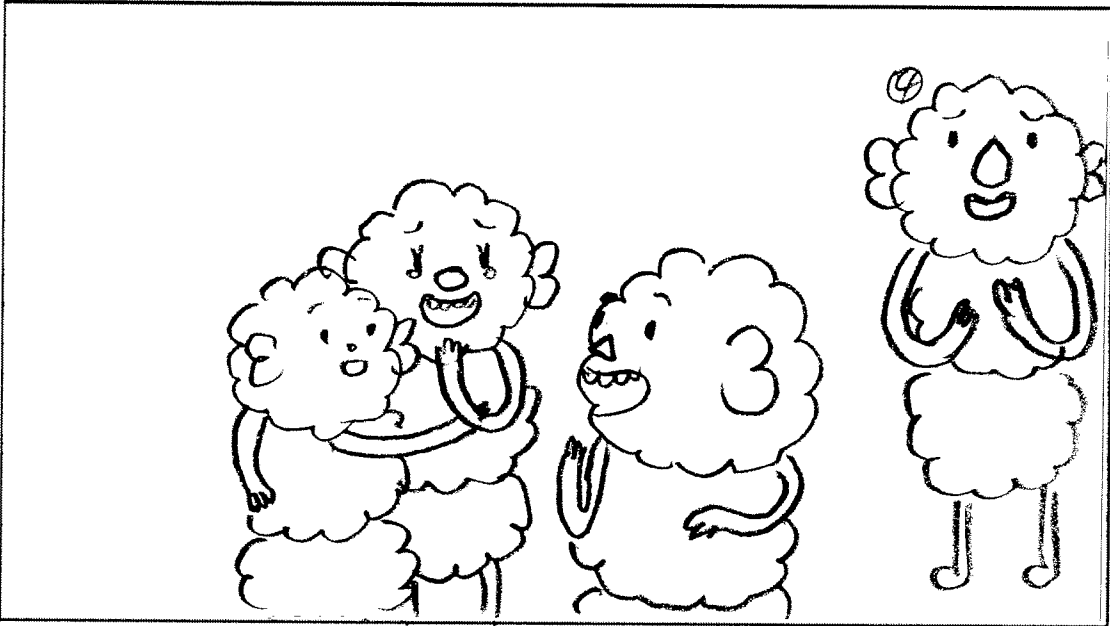
Sc.

Pnl.

B

Bg.

day night



Dialog:

1 : Ahh...

3 : Whoa he swears to justice..

1 : Yeah!

Action:

(④ starts clapping)

Timing:

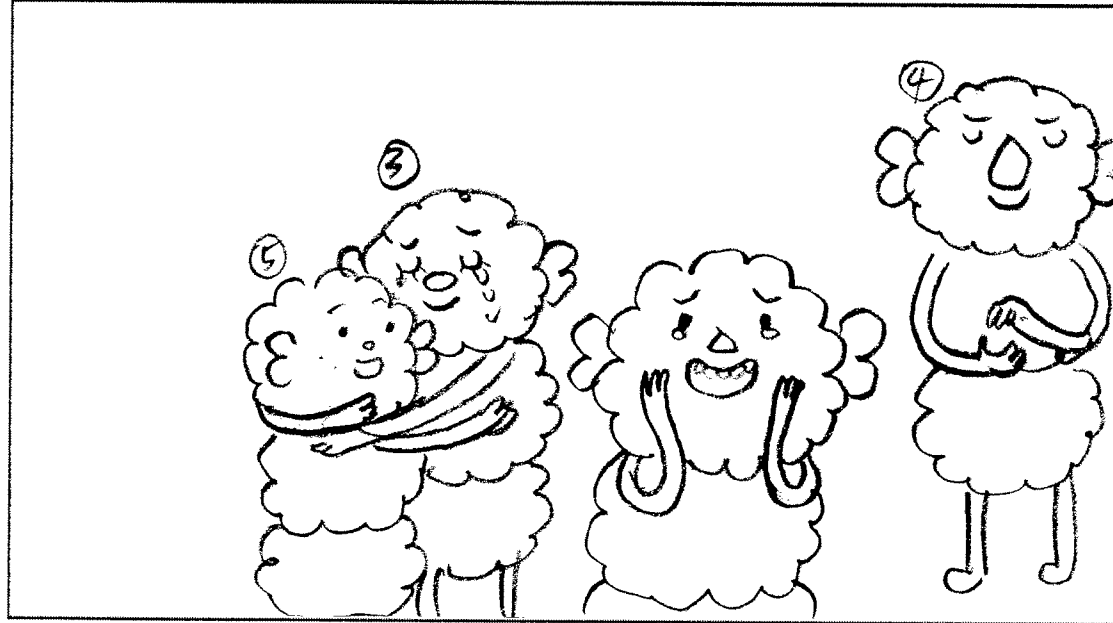
EPISODE #

Production :

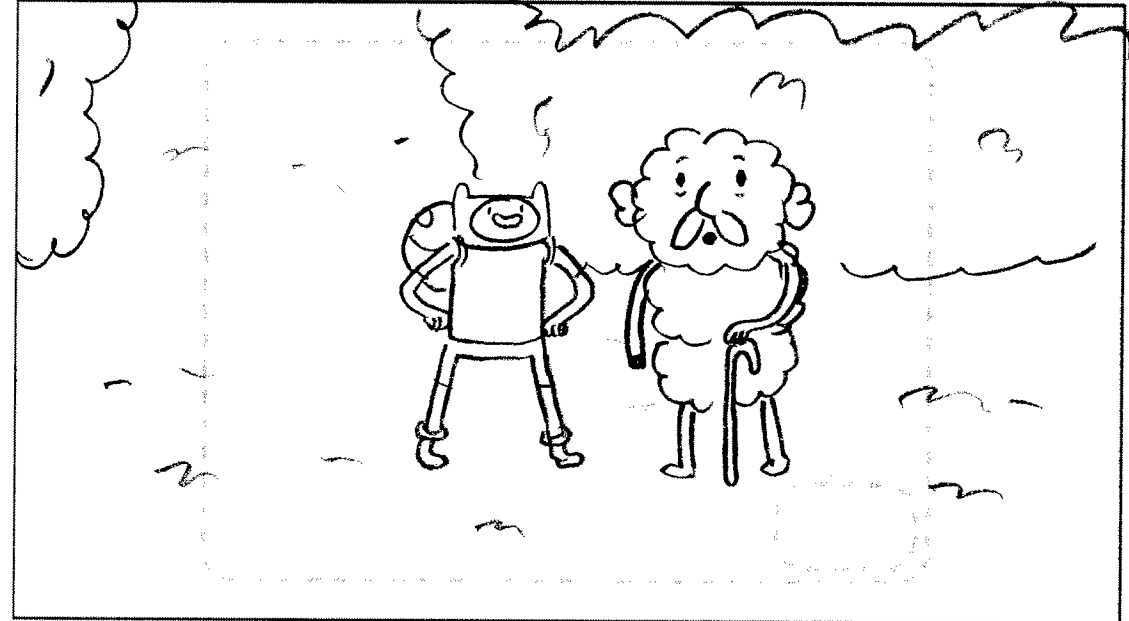
ADVENTURE TIME



Sc. 29 Pnl. A Bg. day night



Sc. 30 Pnl. A Bg. day night



Dialog:	I: he must be serious!	F: Okay. so what does he look like?
Action:		
Timin:		

EPISODE #

Production :

ADVENTURE TIME



Page 39
day night

Sc. 30

Pnl. B

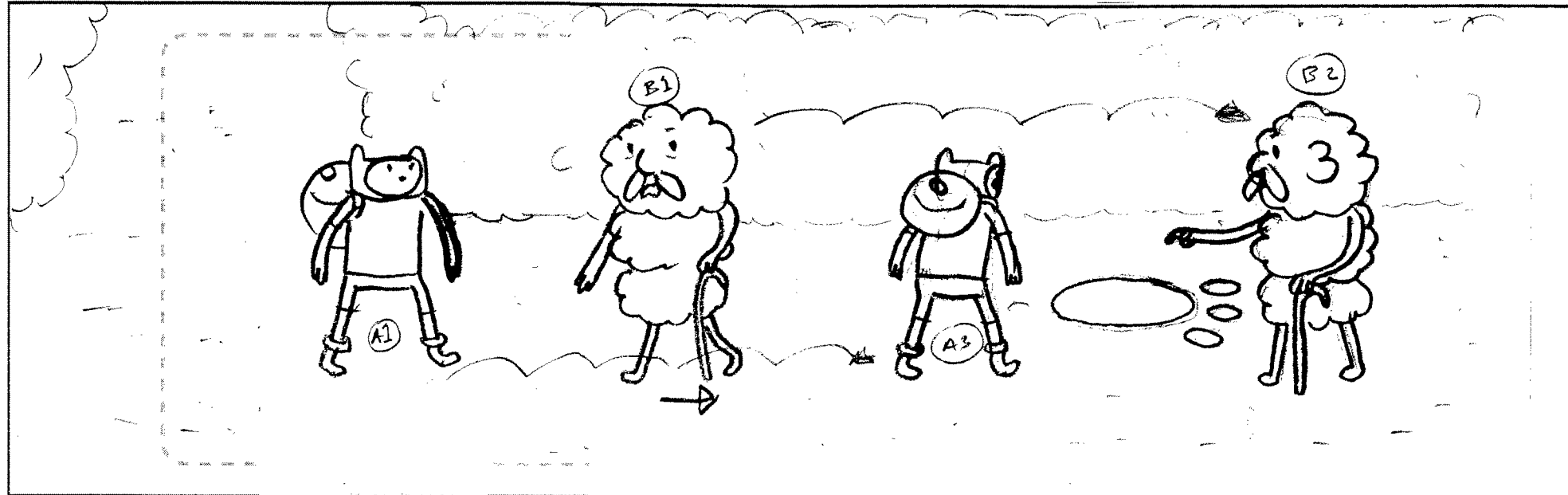
Bg.

day night

Sc.

Pnl.

Bg.

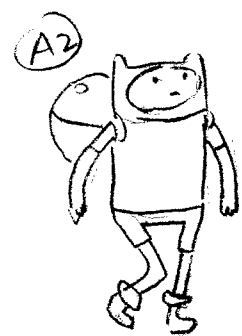


Dialog: (A) FINN PAN (B)

2: Oh... We usually close our eyes and go wee wee when he attacks... it's so scary! buuuut... he left this footprint

Action: (-PAN (A) (B) A1 (#2) WALKS (B1) (B2) BACK TOWARDS FOOTPRINT)
-FINN FOLLOWS (A1, A2, A3)

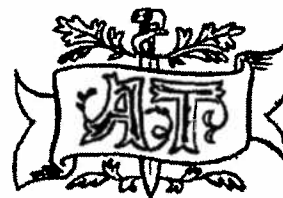
Timing: 1:30



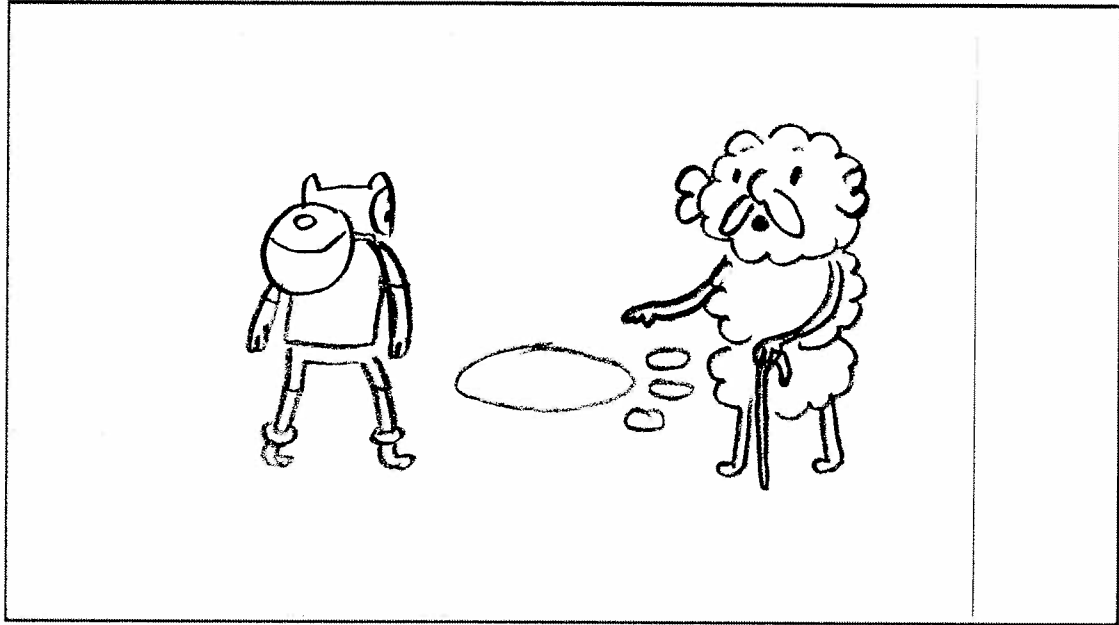
EPISODE #

Production :

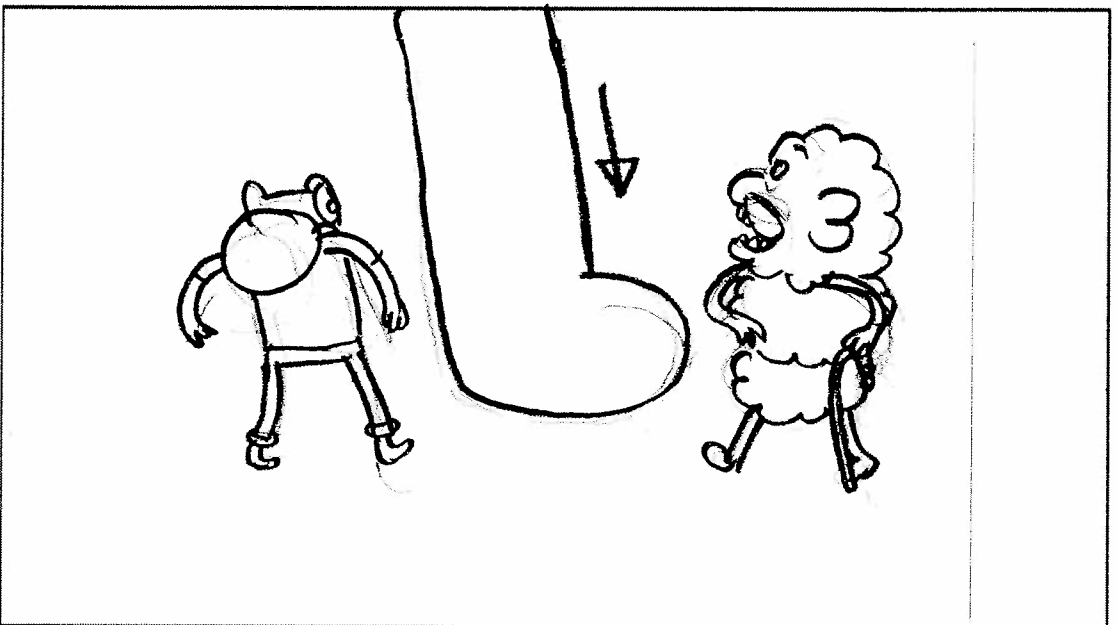
ADVENTURE TIME



Sc. 30 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night

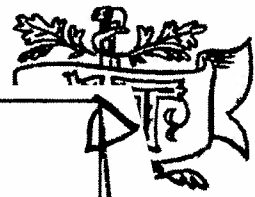


Dialog:	<u>Krr! Krr! Krr! Krr!</u> <u>F&2: Huh?</u>	<u>KRR!!!</u> <u>2: Wha!!</u>
Action:	<u>(Loud foot steps get closer)</u>	<u>(Giant foot comes in)</u>
Timing:		

EPISODE #

Production :

Sc. 30 PNL. E

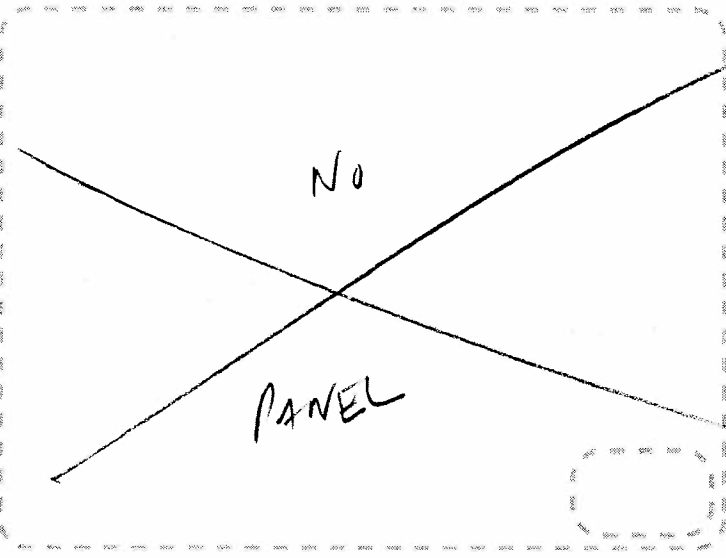


c.

Pnl.

Bg.

day night

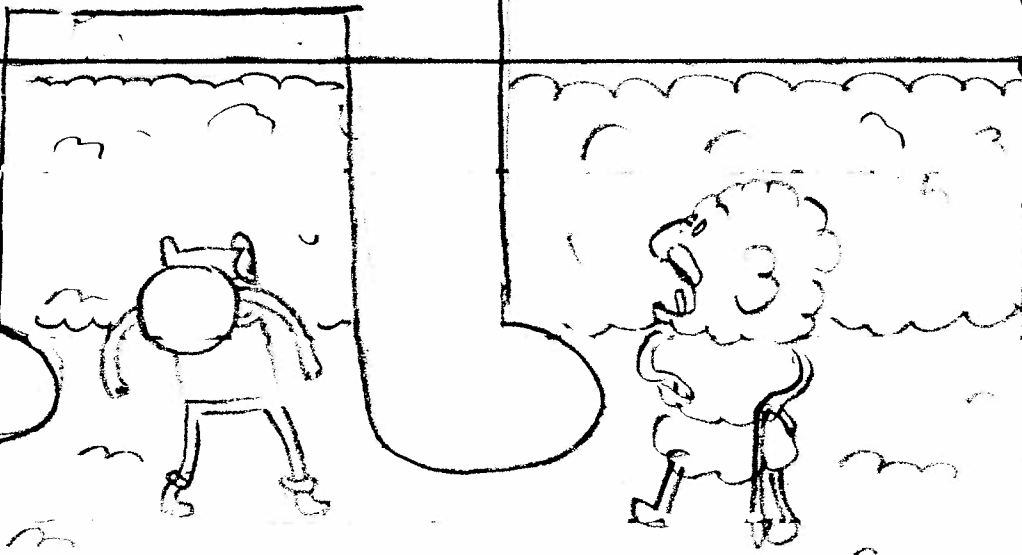


Dialog:

PAN

Action:

Timing:



PAN

(J) YO YO YO YO YO

EPISODE #

Production :

ADVENTURE TIME

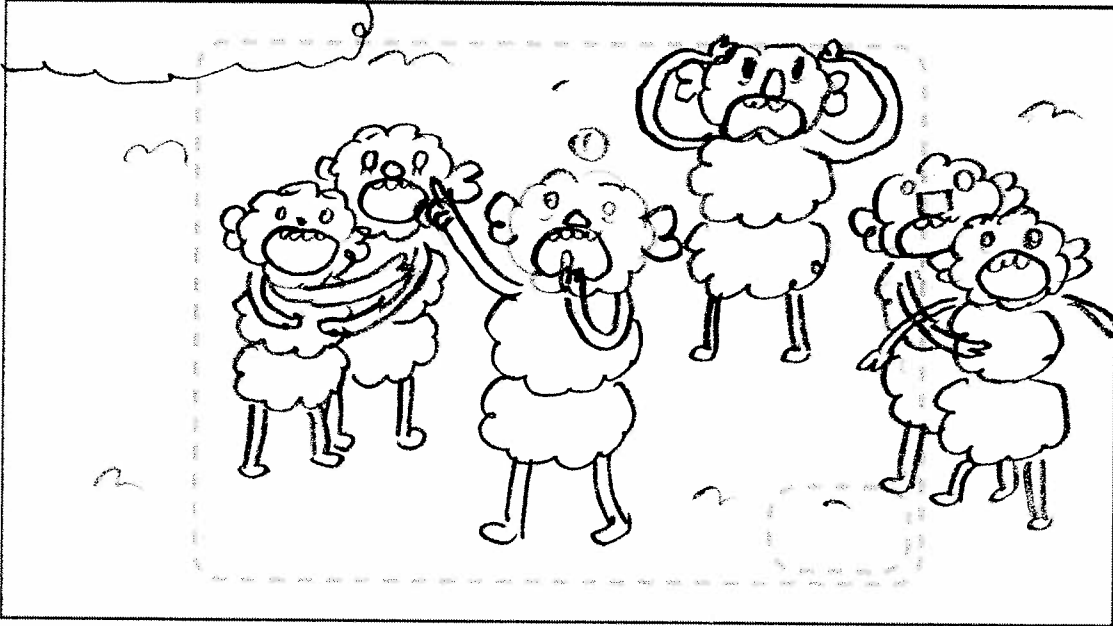


Sc. 31

Pnl. A

Bg.

day night

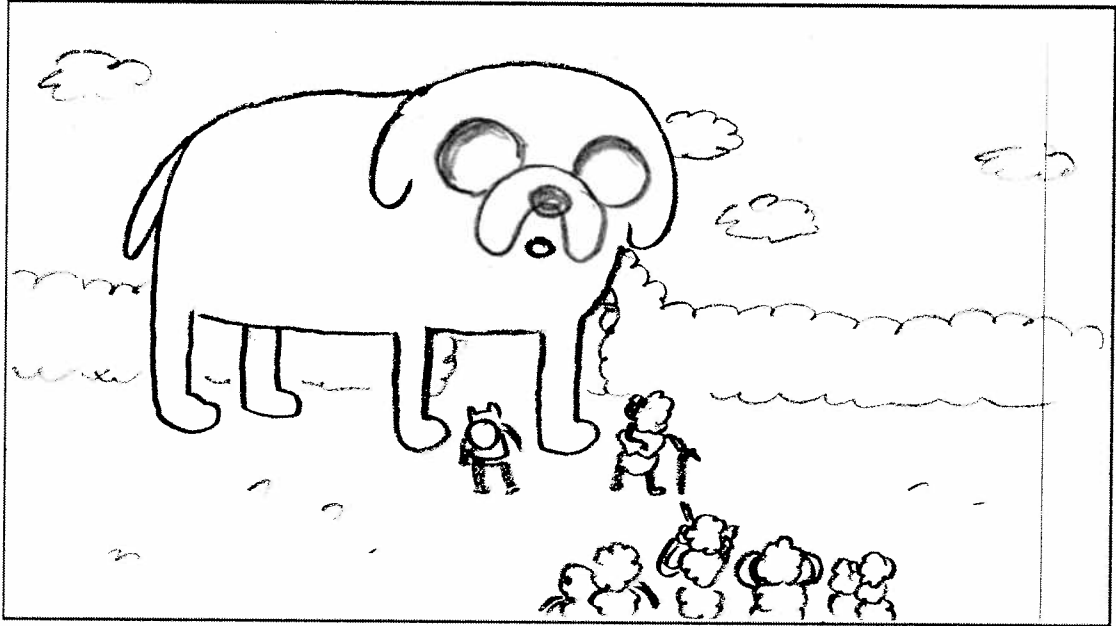


Sc. 32

Pnl. A

Bg.

day night



Dialog:

1: Ahh! Look!!
his paw matches the
footprints!!

Villagers: Ahh!! It's the
Gut Grinder!! He's back!!

Action:

Timing:

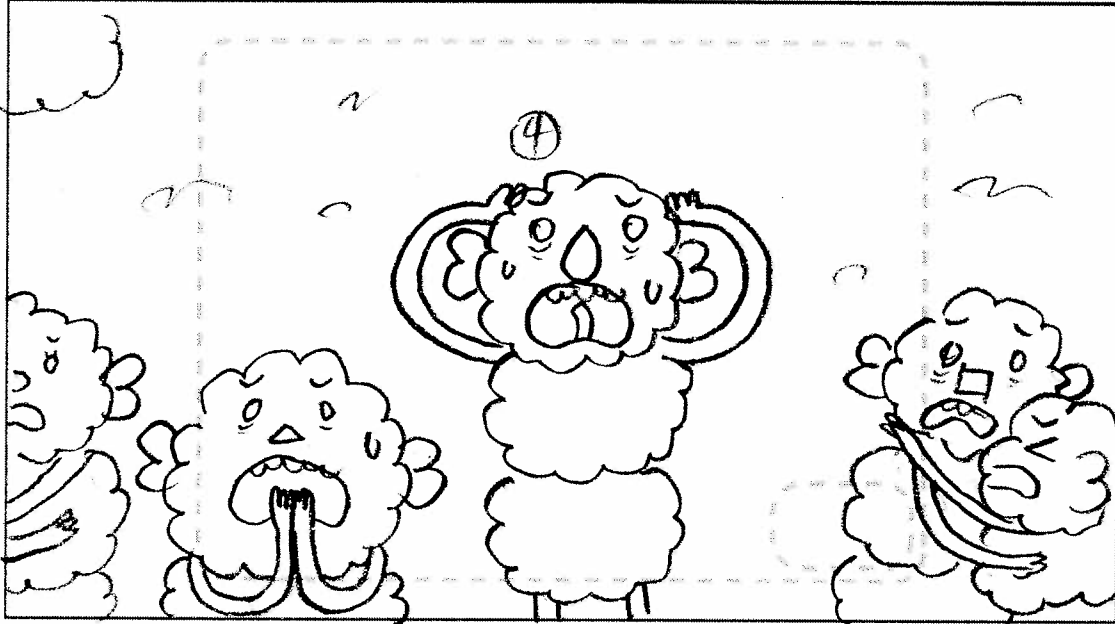
EPISODE #

Production :

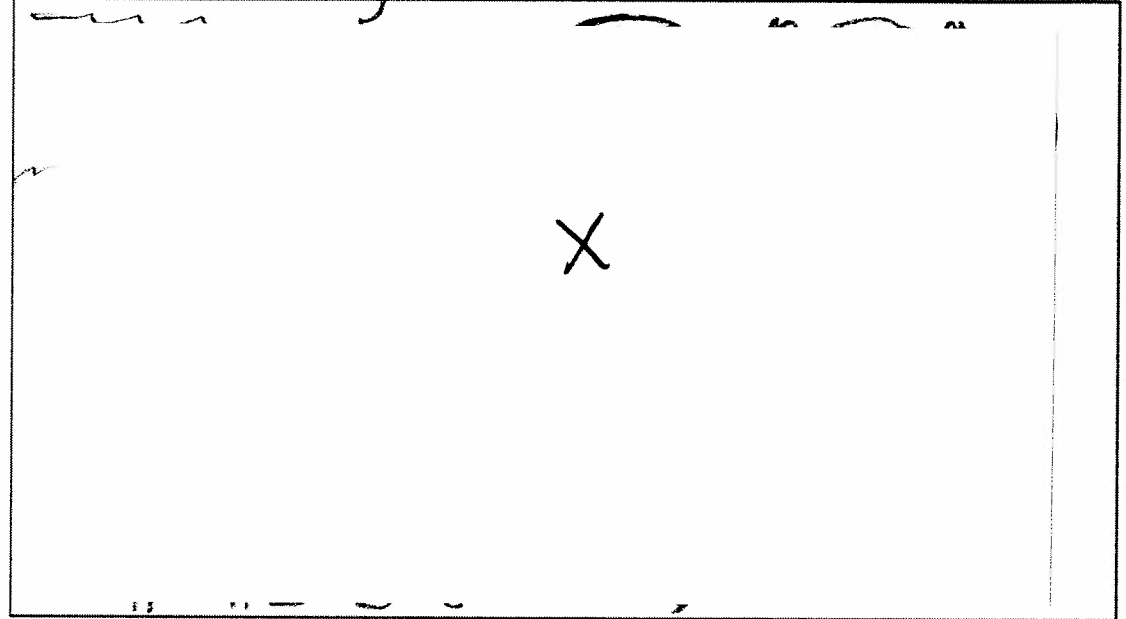
ADVENTURE TIME



Sc. 33 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	4: I'm so scared!! I'm gonna go wee wee!
Action:	
Timing:	

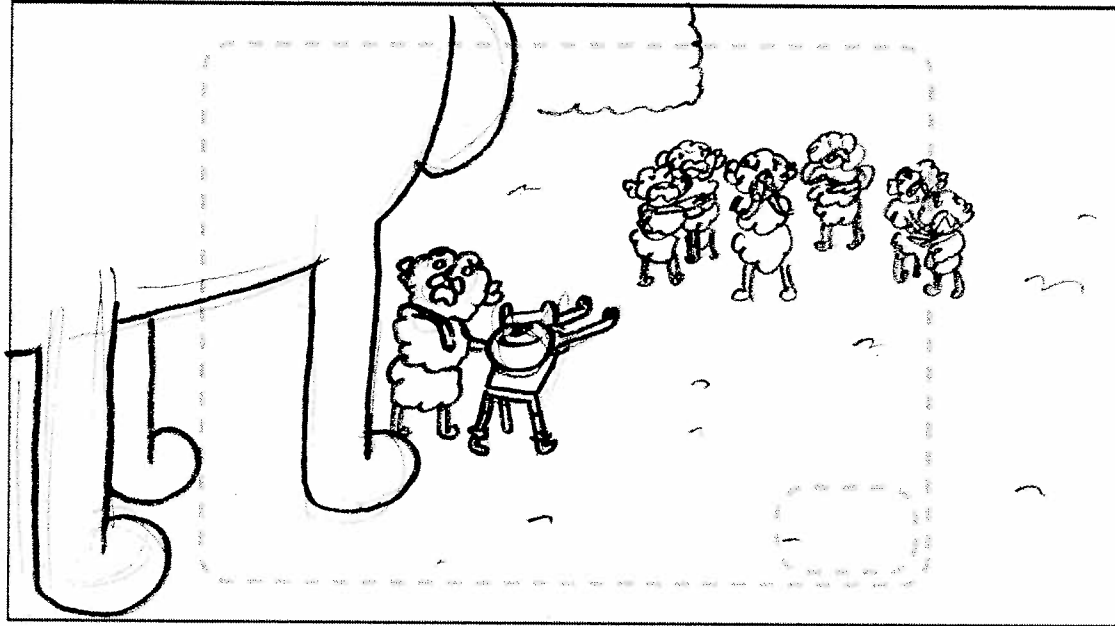
EPISODE #

Production :

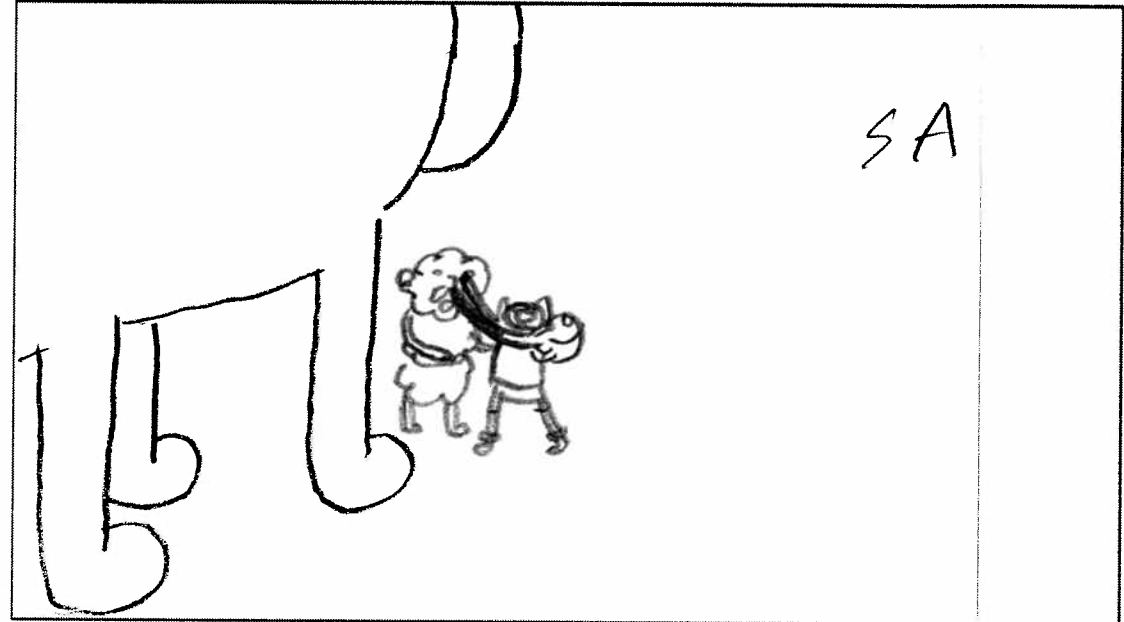
ADVENTURE TIME



Sc. 34 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	F: Whoa Whoa —! No! calm down everybody..	F: This is my friend .. Take the dog ...
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Sc.

35

Pnl.

A

Bg.

day night

Sc.

Pnl.

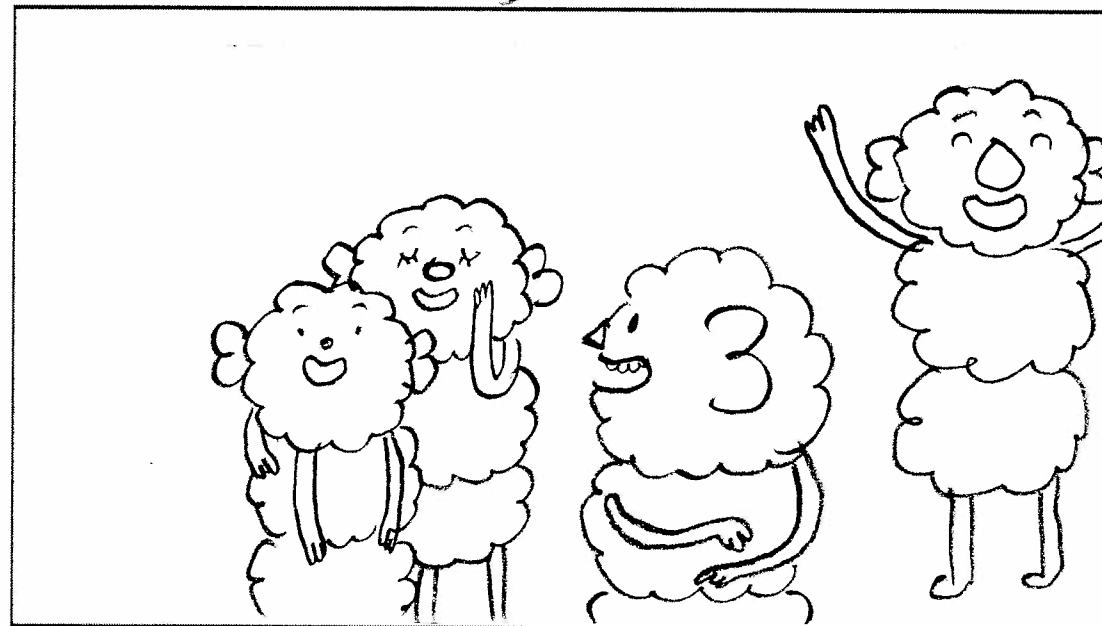
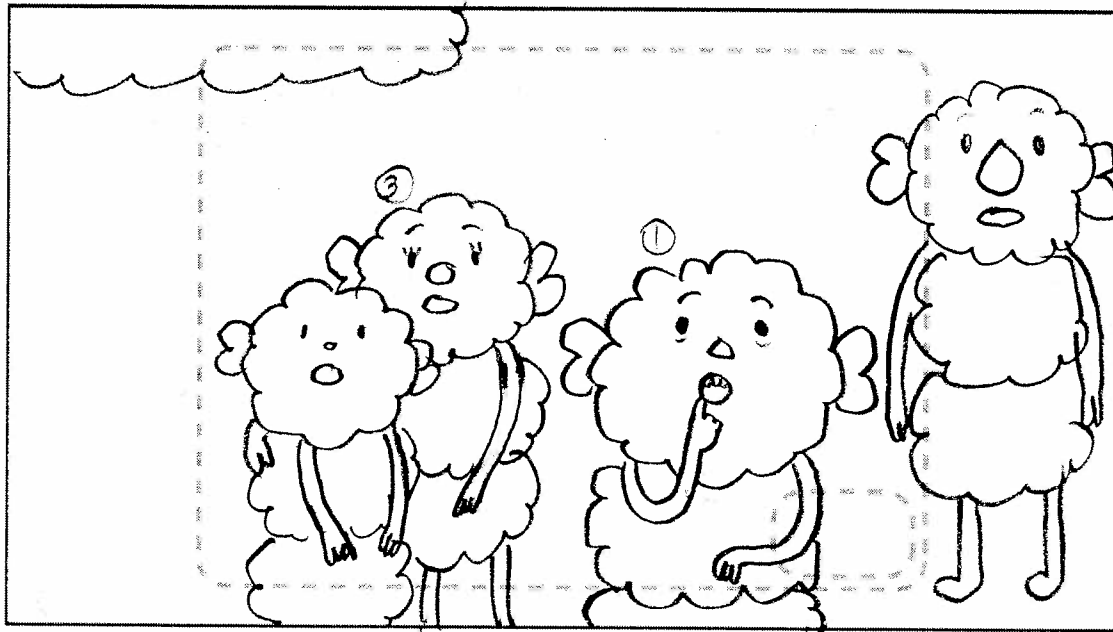
B

Bg.

Page

45

day night



Dialog:

1: Jake the dog...
So, he's not the Gut Grinder?

3 Oh! Thank goodness!!

Action:

1: Yeah, I almost
wee wee'd!

Timing:

EPISODE #

Production :

ADVENTURE TIME

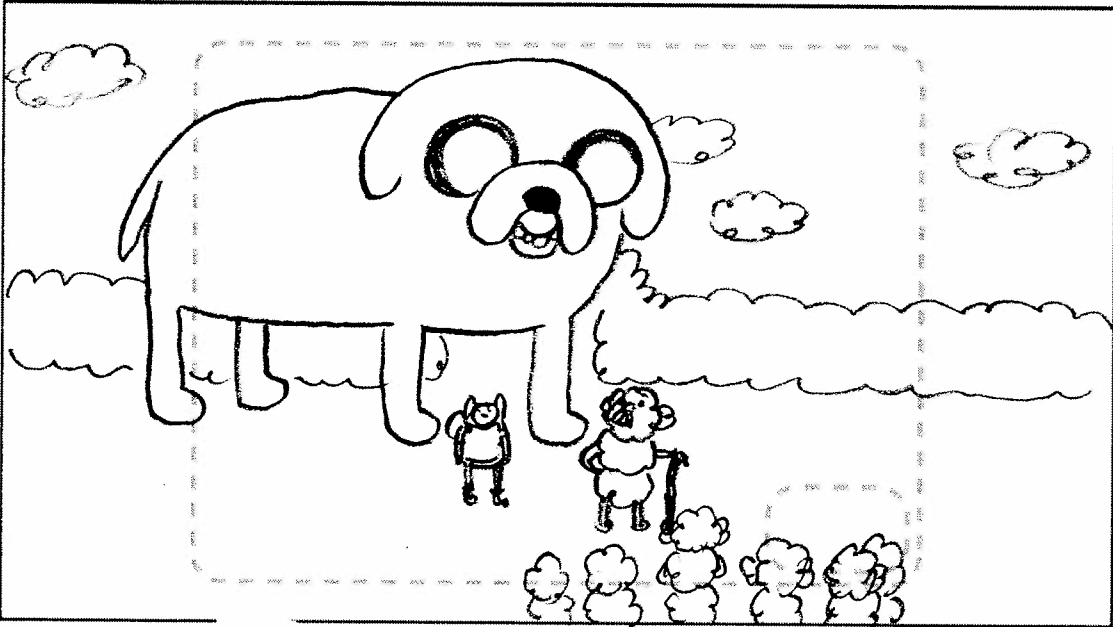


Sc. 36

Pnl. A

Bg.

day night

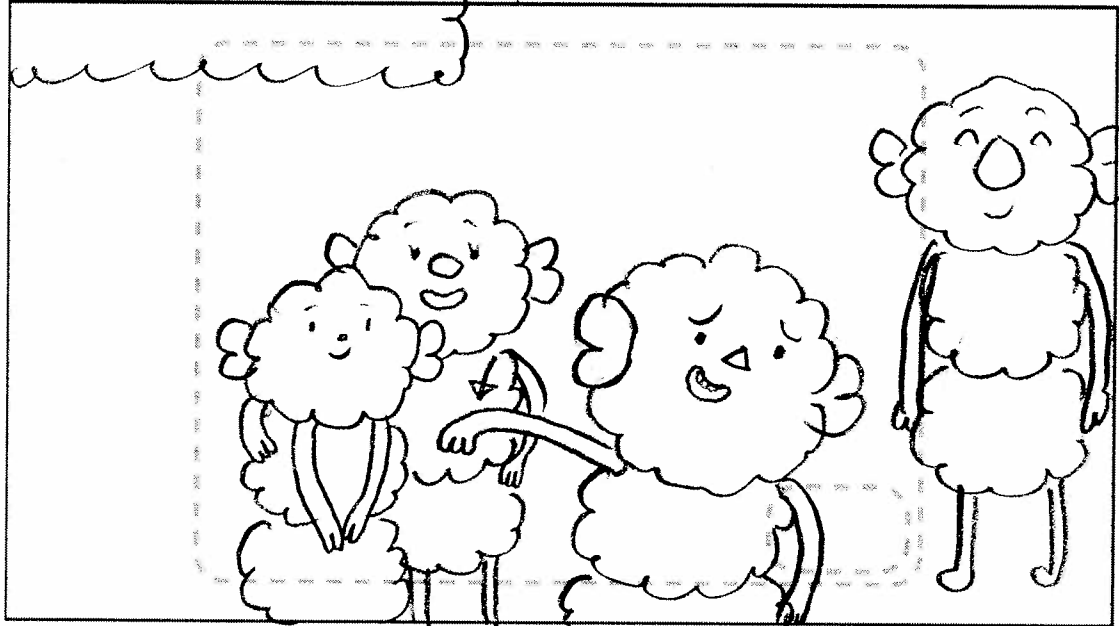


Sc. 37

Pnl. A

Bg.

Page 46
day night



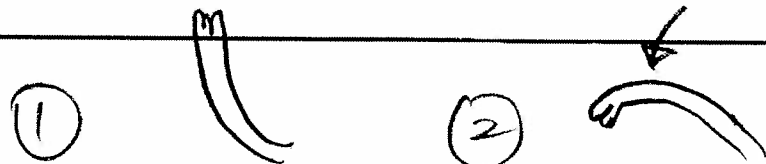
EPISODE #

Dialog:

J: Wait, you ^{WERE} gonna weewee
if I was the Gut Grinder?

I: Oh - yeah -
we're terrified of him...

Action:



Timing:

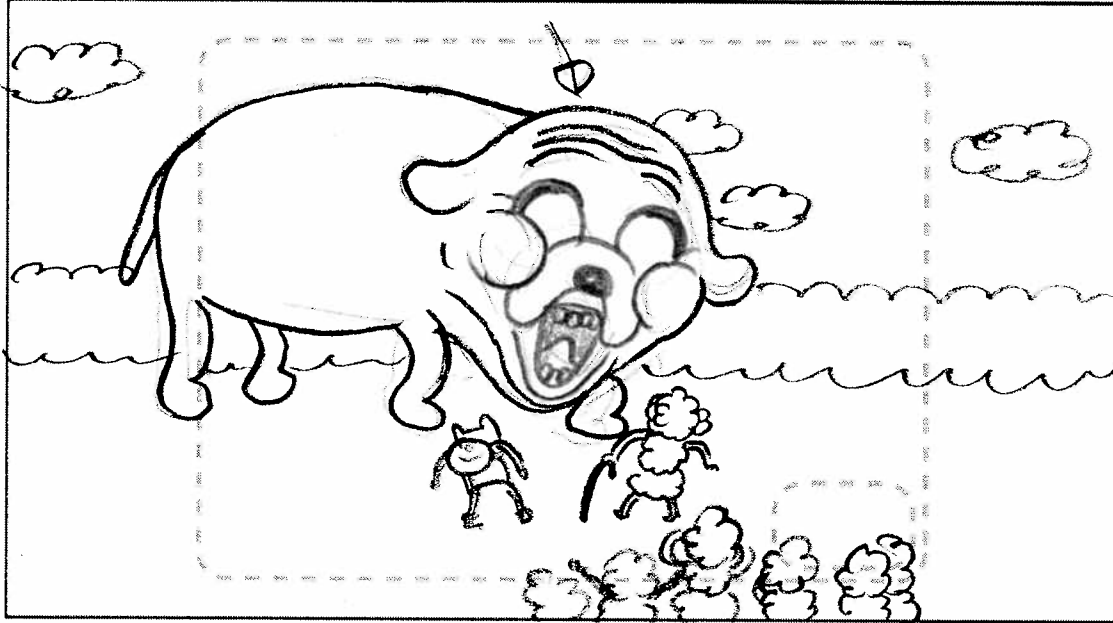
Production :

© 2009 The material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

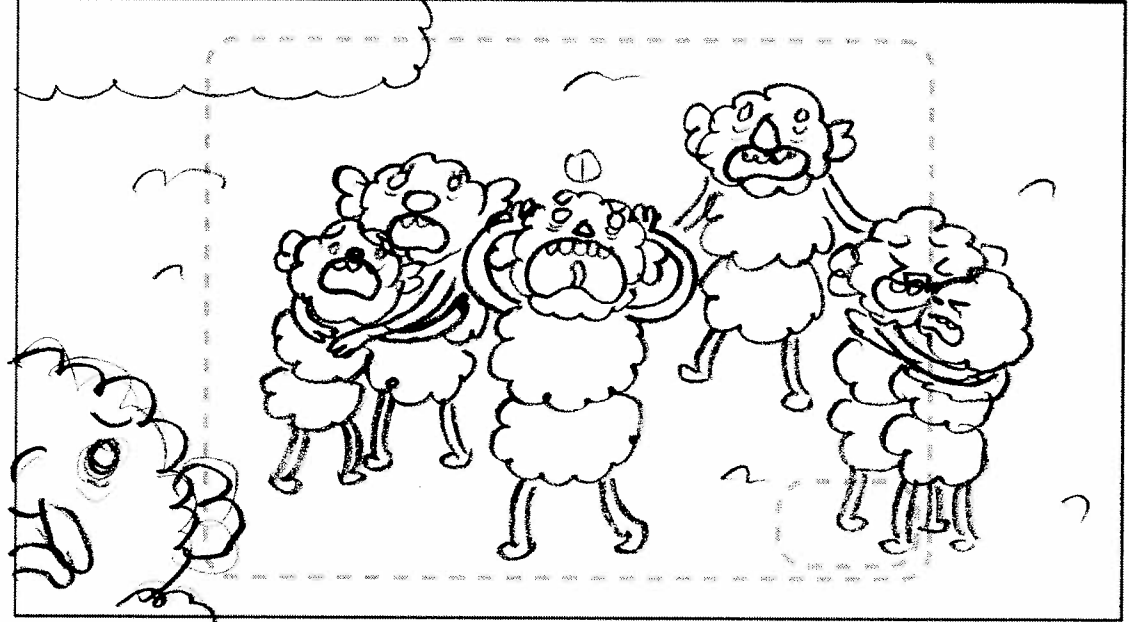
ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:

J: Then I am the
Gut Grinder!!

I: Ahhh!! I'm gonna wee wee!!
villagers: Ahh!! Nooo -!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 48

Sc. 39

Pnl. B

Bg.

day night

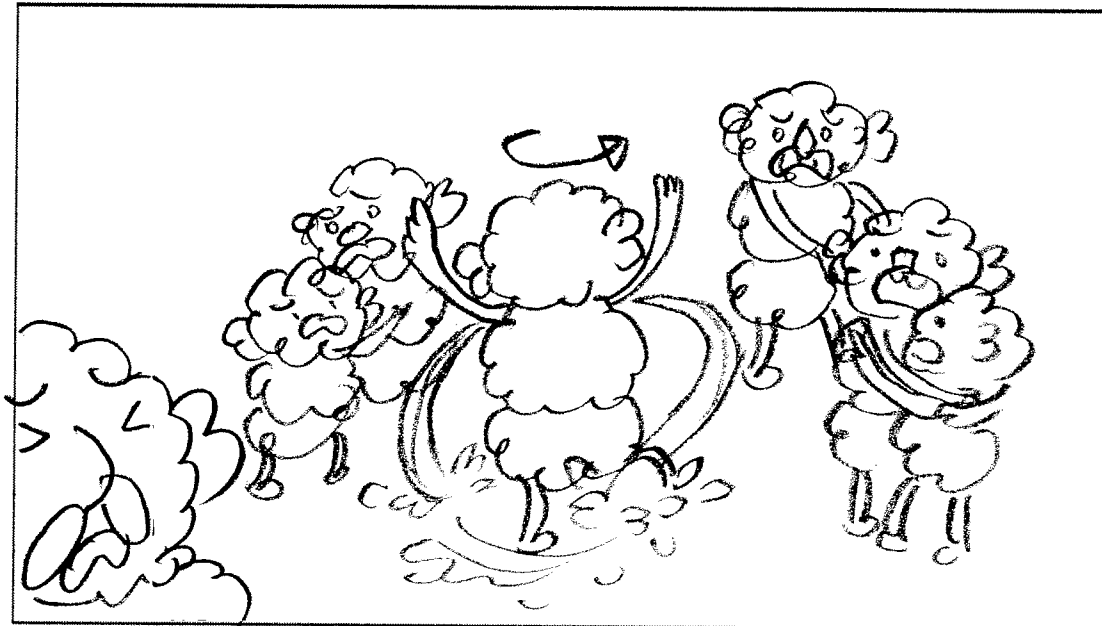


Sc.

Pnl. C

Bg.

day night



Dialog:

I: Ughh ...
Villagers: Ahhh — !!

Action:

(① pees out of his armpits)

Timing:

I: Uhhh ...
Villagers: Aghh !!

(① spins around)

EPISODE #

Production :

ADVENTURE TIME



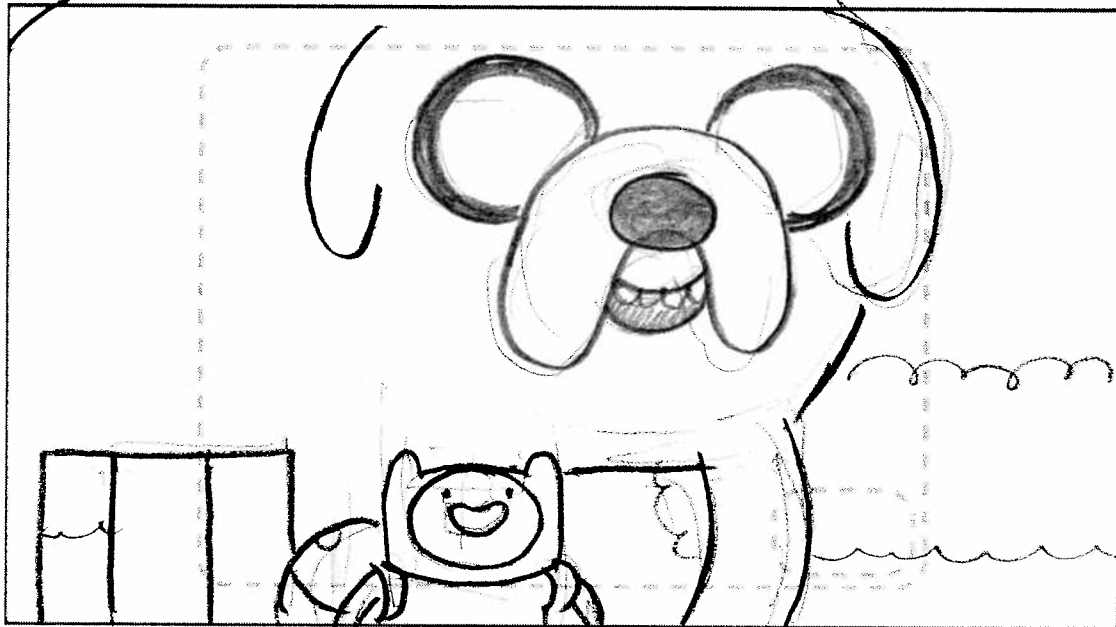
49

Sc. 40

Pnl. A

Bg.

day night

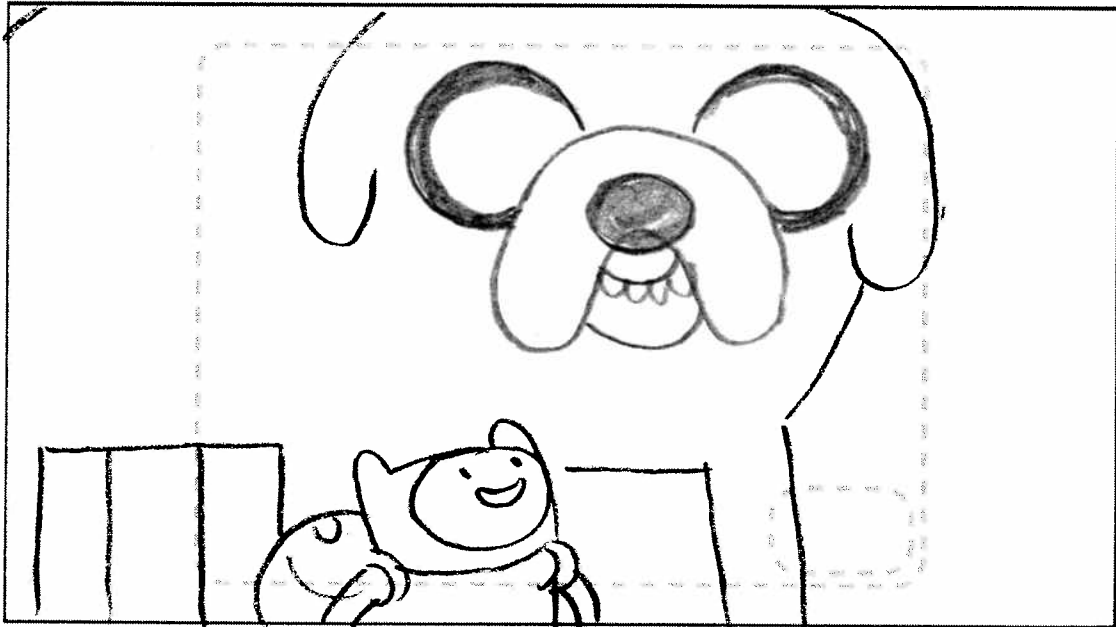


Sc.

Pnl. B

Bg.

day night



Dialog:

F: Haha.. That guy weeweese
weird ...

J: Hahaha !!!
I'm just kidding Everybody !!

Action:

Timing:

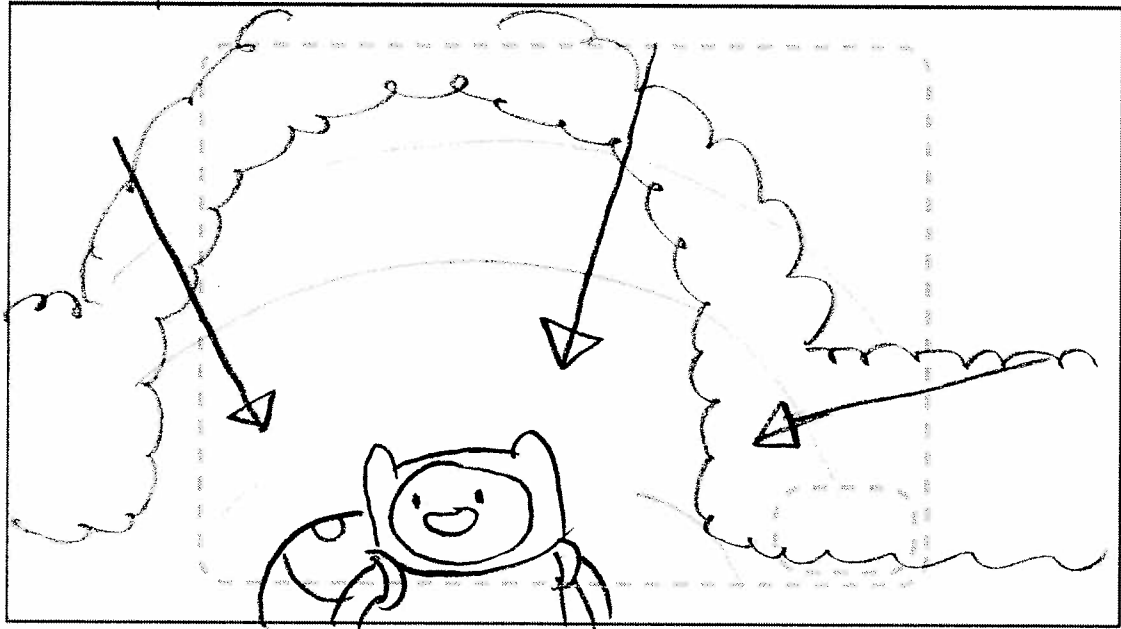
EPISODE #

Production :

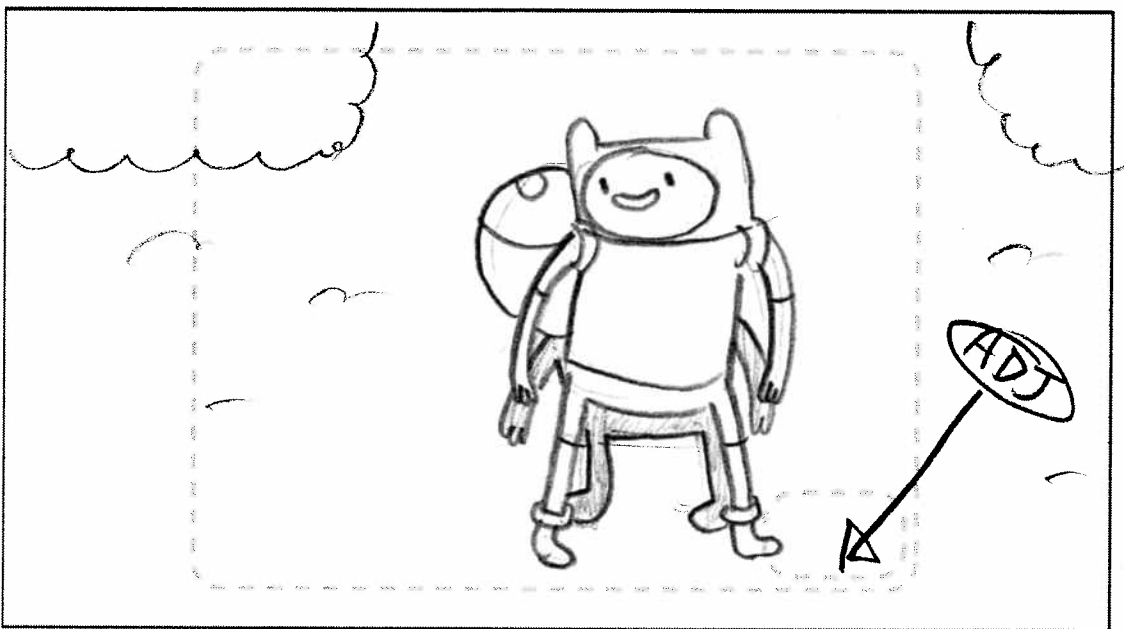
ADVENTURE TIME



Sc. 40 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	J: (as he shrinks) I'm not the Gut Grinder..	J: I'm (V.O.)
Action:	(Jake shrinks)	
Timing:		

EPISODE #

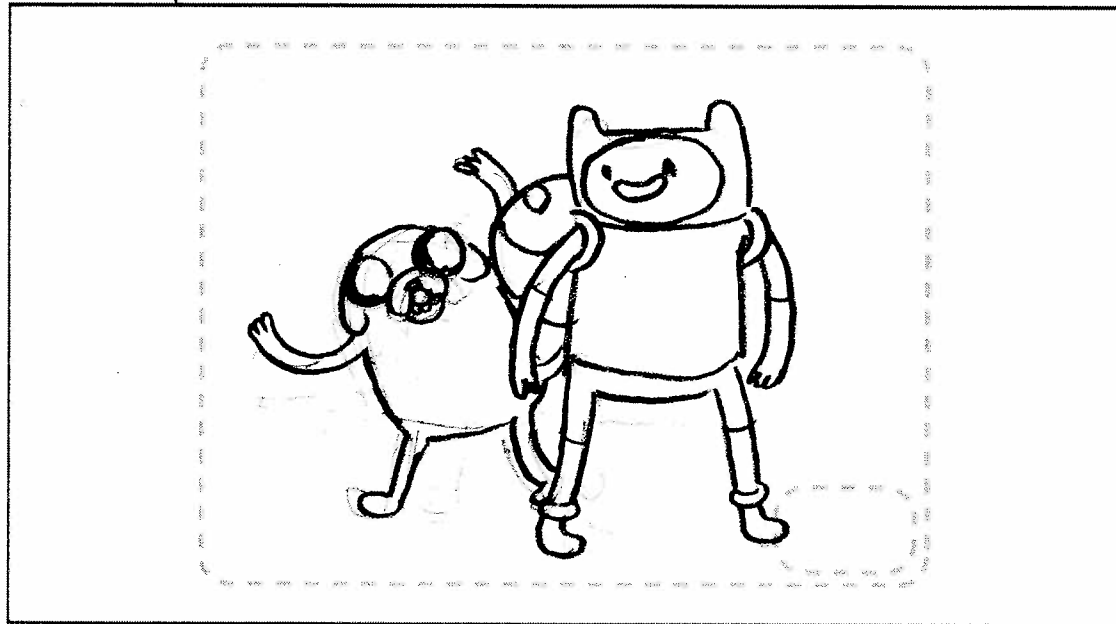
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

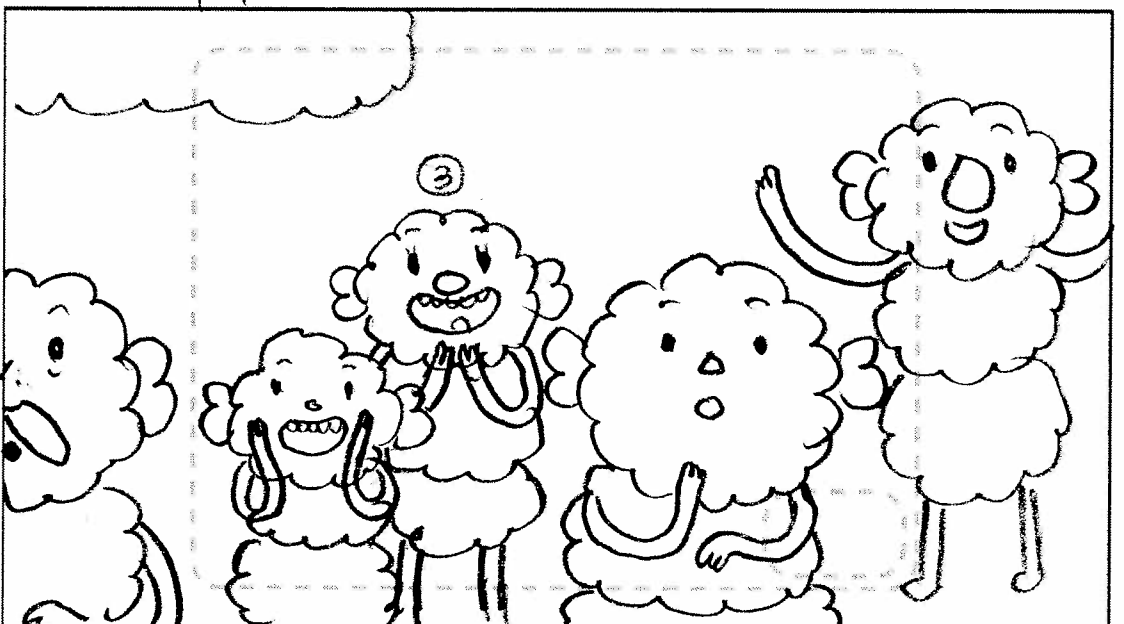
ADVENTURE TIME



Sc. 40 Pnl. E Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:	J: Take the dog - ! woohoo -	3: Aww - He <u>IS</u> just a cute little dog -
Action:		5: Kawaii ~
Timing:		

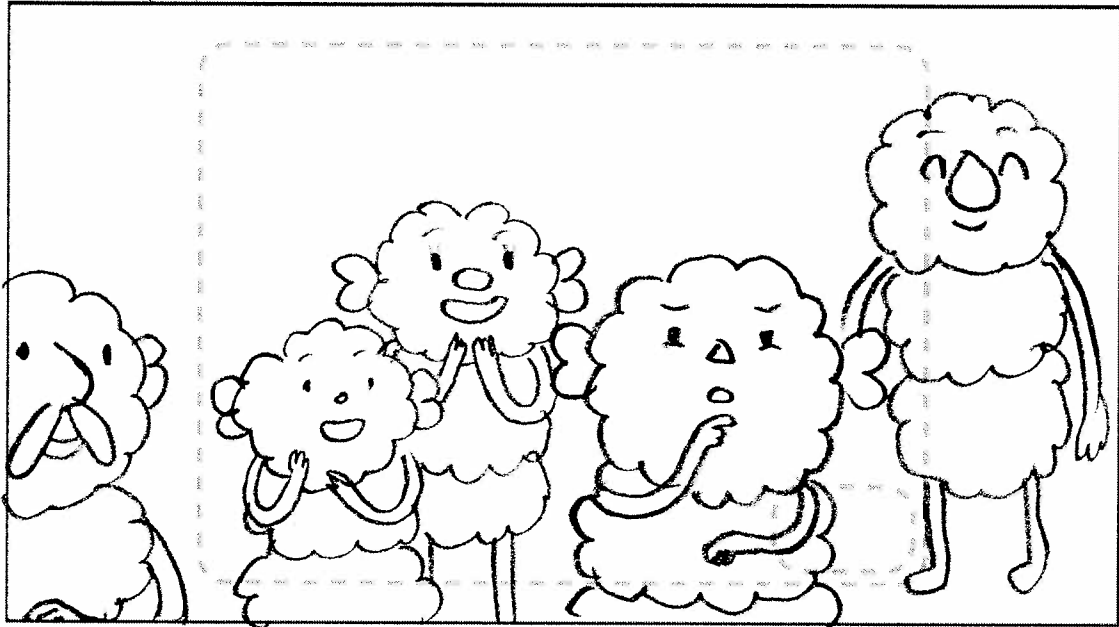
EPISODE #

Production :

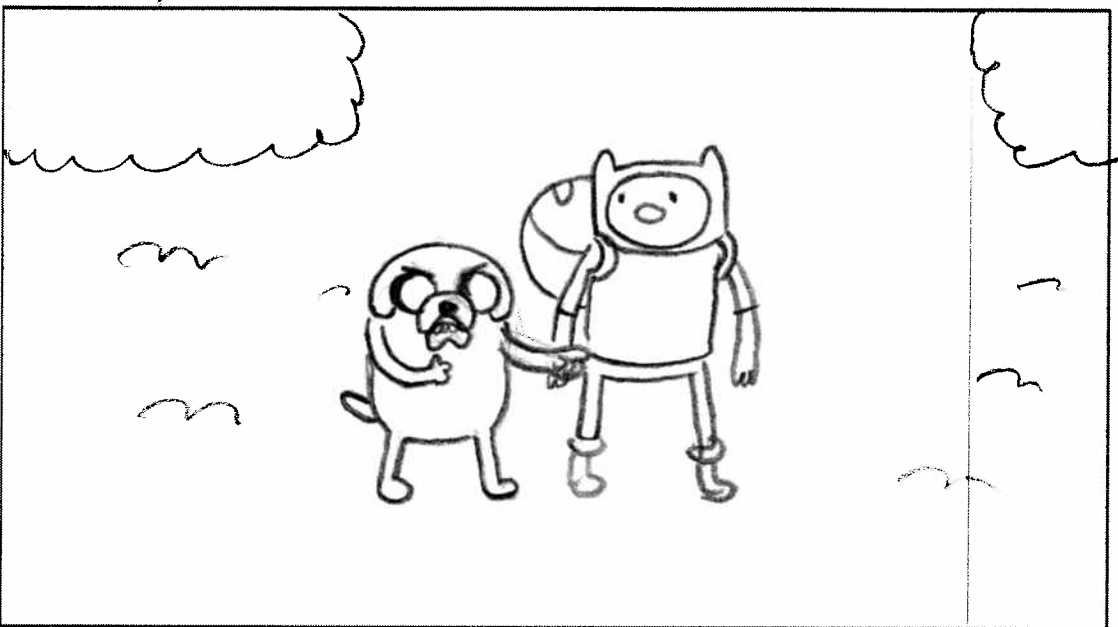
ADVENTURE TIME



Sc. 41 Pnl. B Bg. day night



Sc. 42 Pnl. A Bg. day night



Dialog:	I : Yeah .. Probably too cute to be the Gut Grinder.. J: Hey !! I'm not cute!
Action:	
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Sc. 42 Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:	J: I'll fight you !!!	6: Doggy - ! J: Huh ?
Action:		
Timing:		

EPISODE #

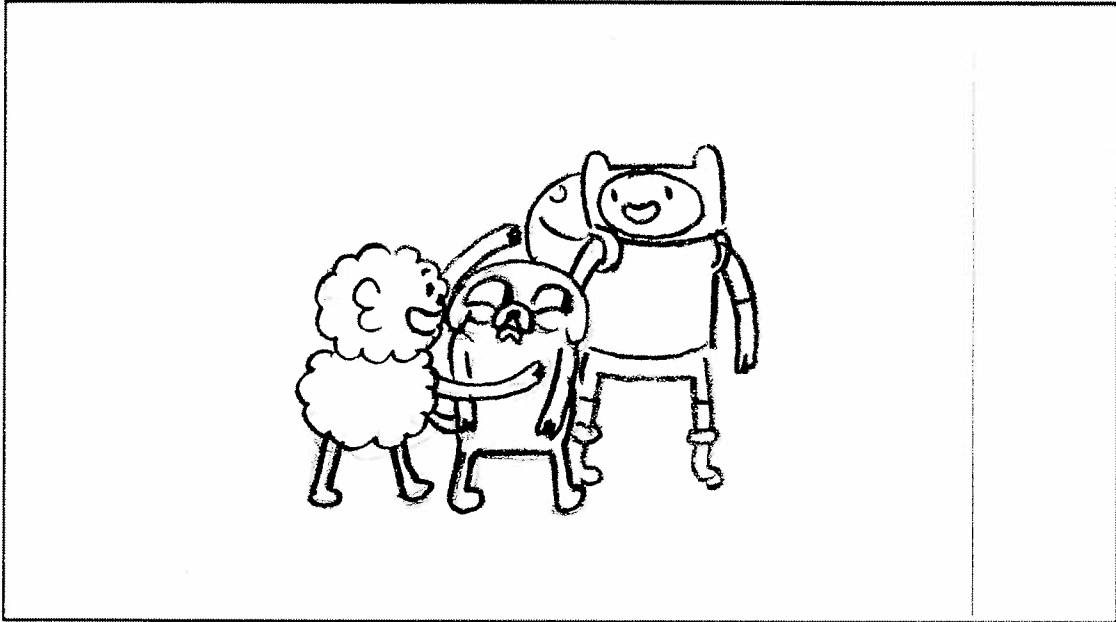
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

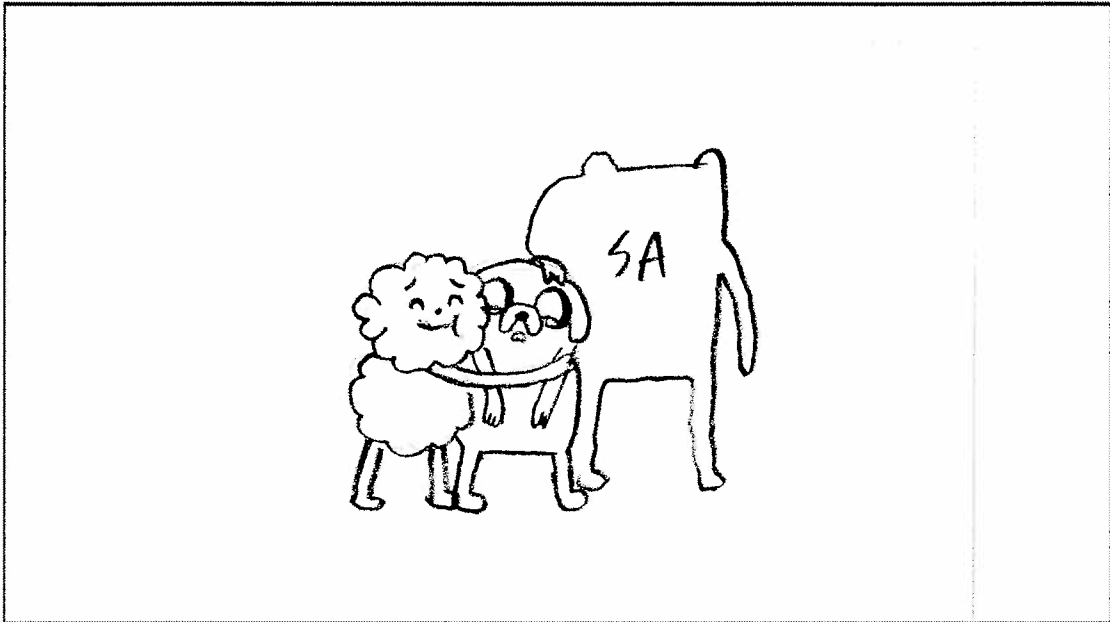
ADVENTURE TIME



Sc. 42 Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



EPISODE #

Dialog:	6: pet pet pet ...	6: (Giggle)
Action:	(6 hugs Jake)	
Timing:		

Production :

ADVENTURE TIME

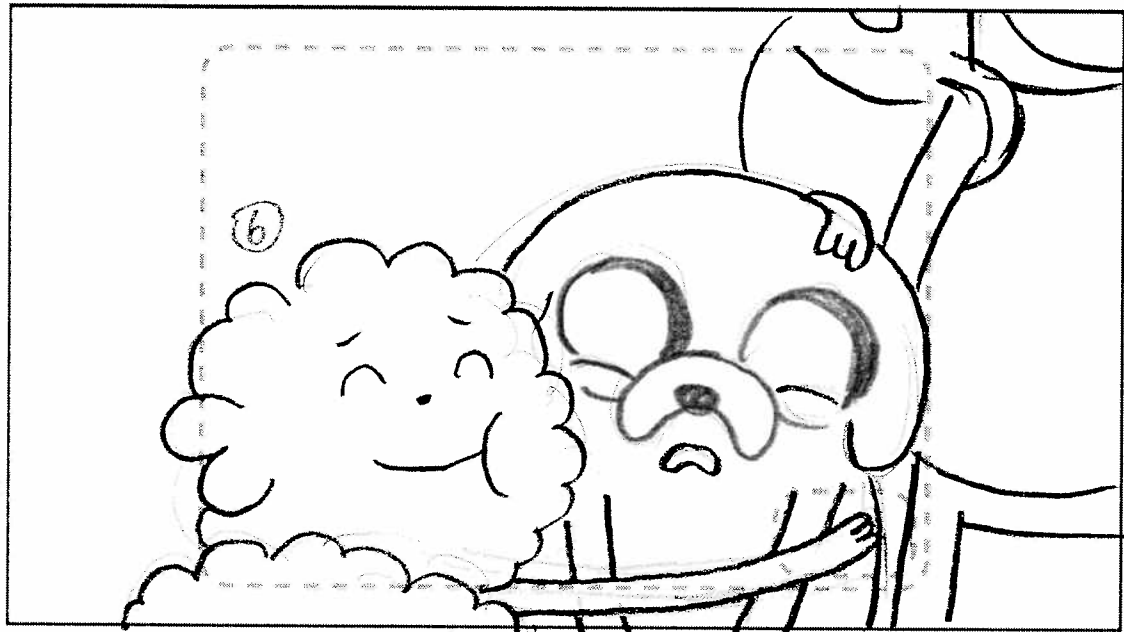


Sc. 43

Pnl. A

Bg.

day night



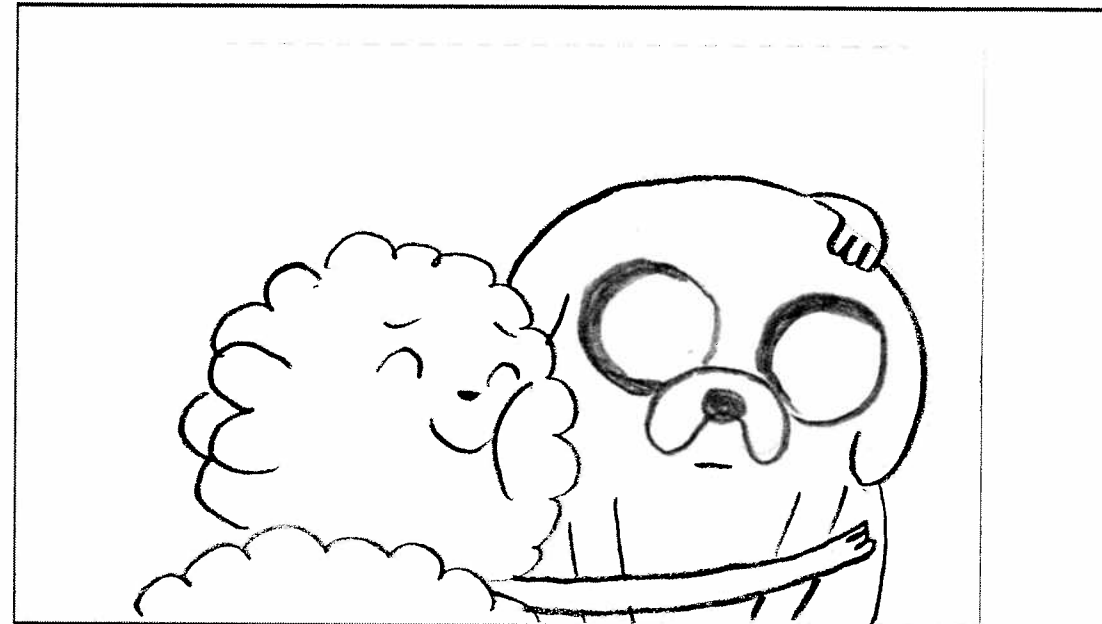
Sc.

Pnl. B

Bg.

day night

Page 55



Dialog:

J: Uhhh...

J: mmm...

Action:

(6 rubs face on J's face)

Timing:

EPISODE #

Production :

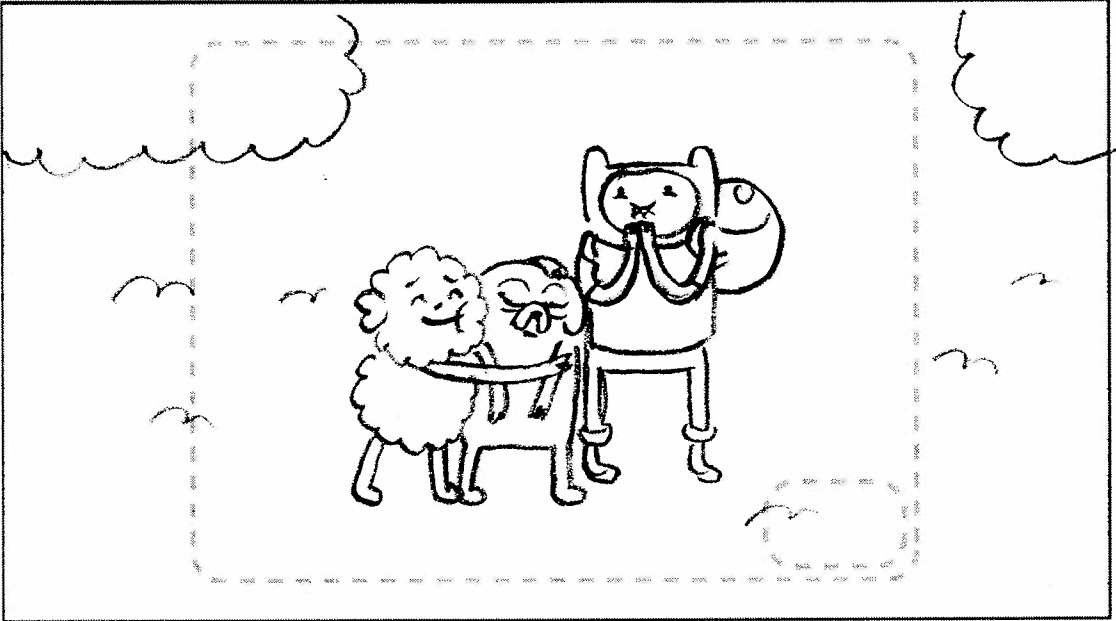
ADVENTURE TIME



Sc. 43 Pnl. C Bg. day night



Sc. 44 Pnl. A Bg. day night



Dialog:	F: Pfff...
Action:	(J slowly closes eyes)
Timing:	

EPISODE #

Production :

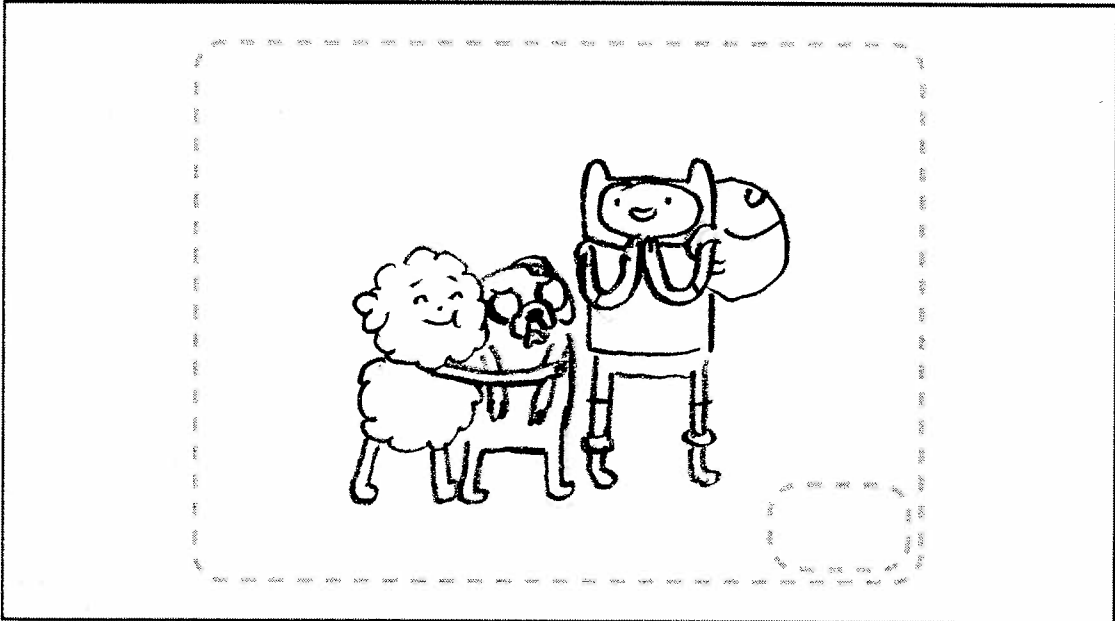
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

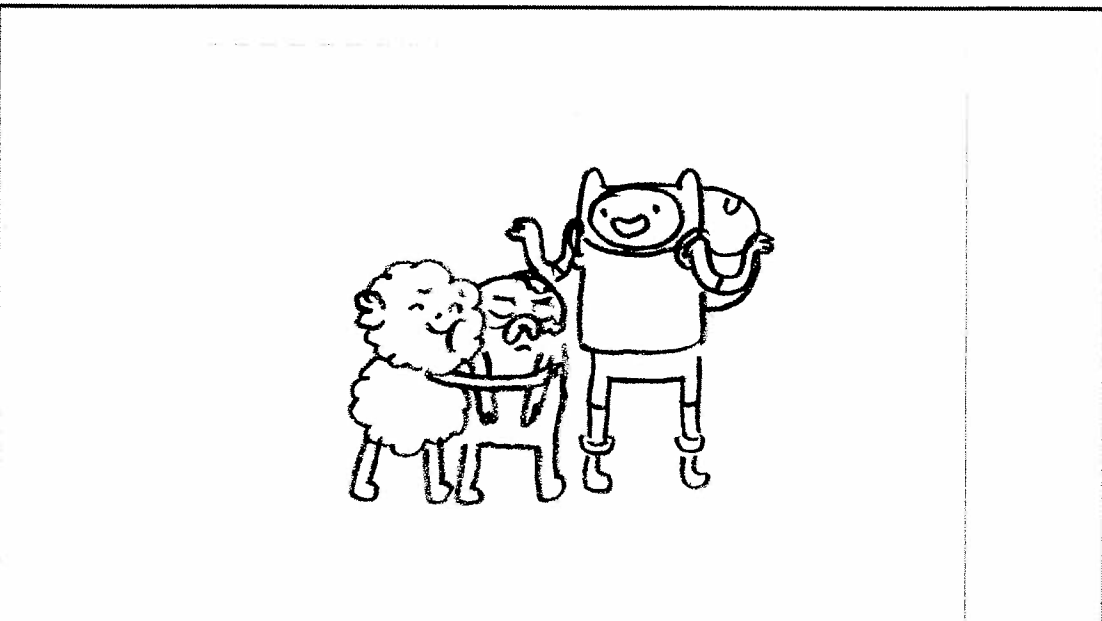


Page 57

Sc. 44 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



EPISODE #

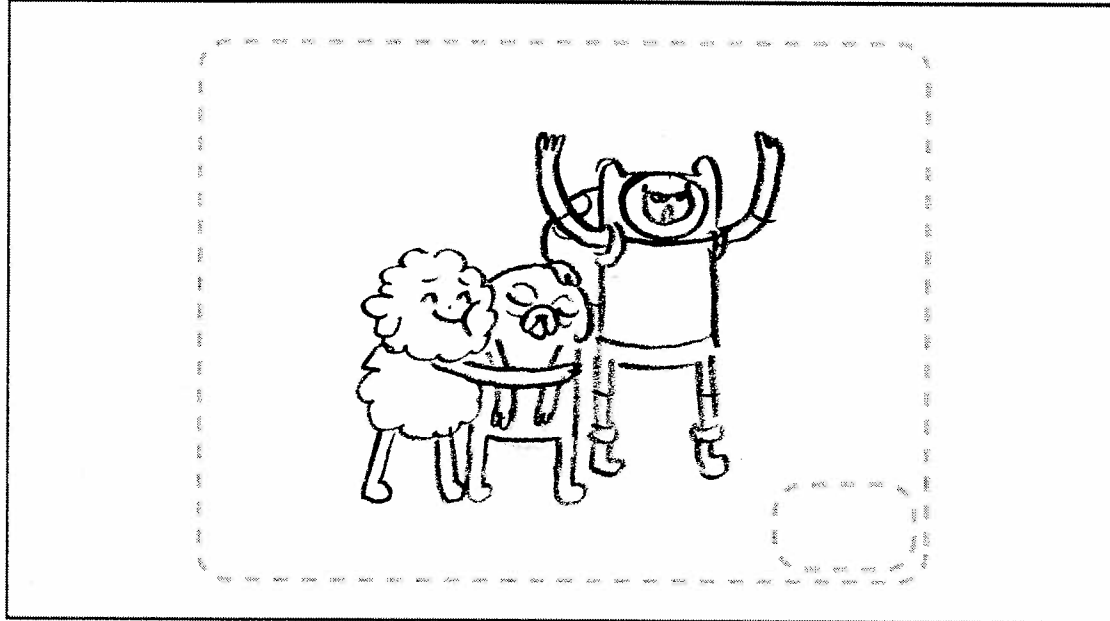
Dialog:	J: what?	F: I didn't say anything?
Action:		
Timing:		

Production :

ADVENTURE TIME



Sc. 44 Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



EPISODE #

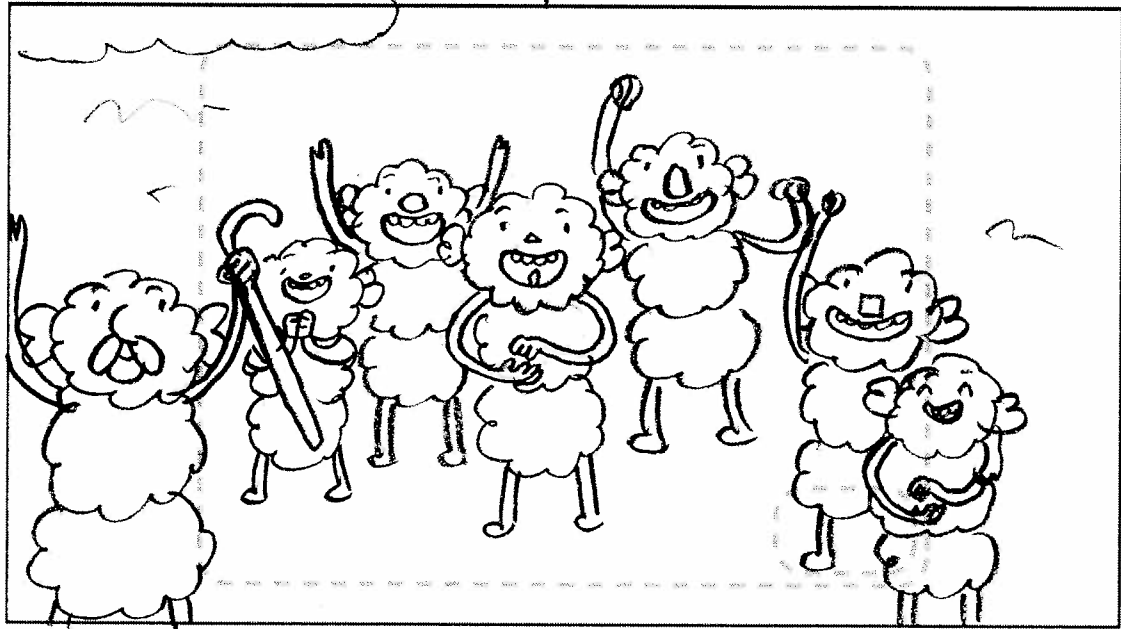
Dialog:	F: People of the village of Fluffy People!!	F: I Finn ! and my buddy Jake will find this monstrous monster and slay it!! (Jake leans on 6)
Action:		
Timing:		

Production :

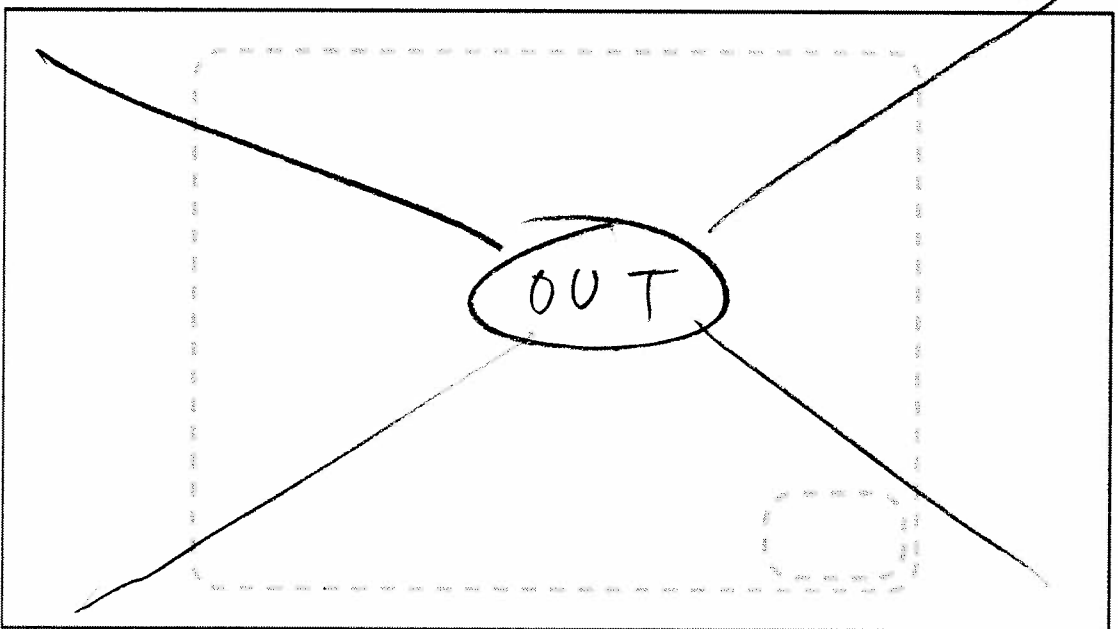
ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	Villagers : whoa !! Yeah !
Action:	(Villagers cheer and clap)
Timing:	

EPISODE #

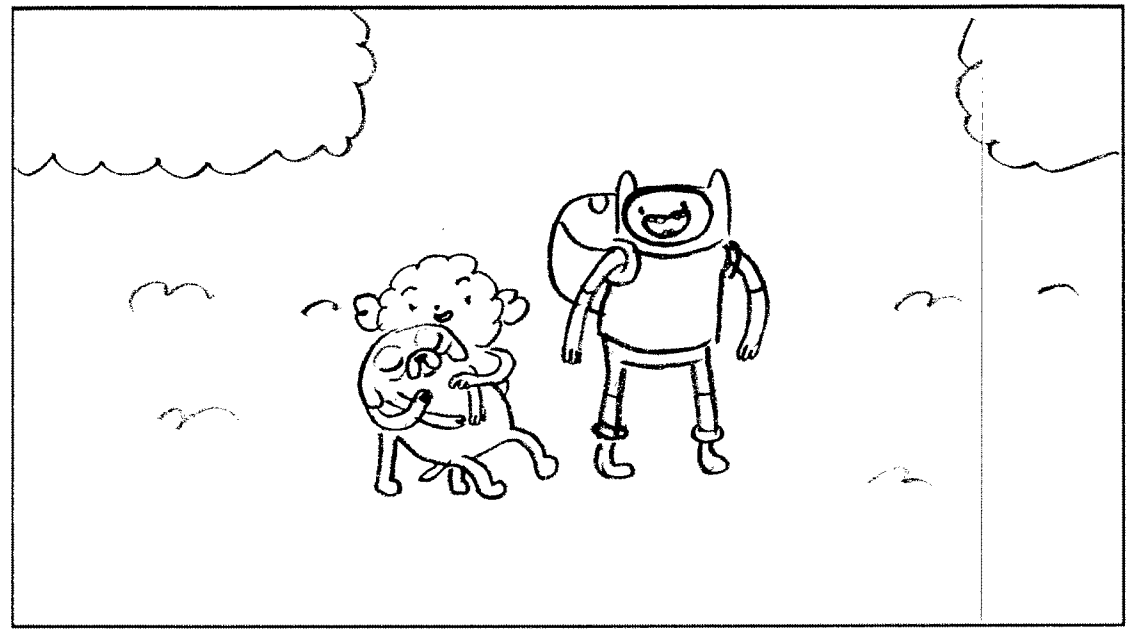
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

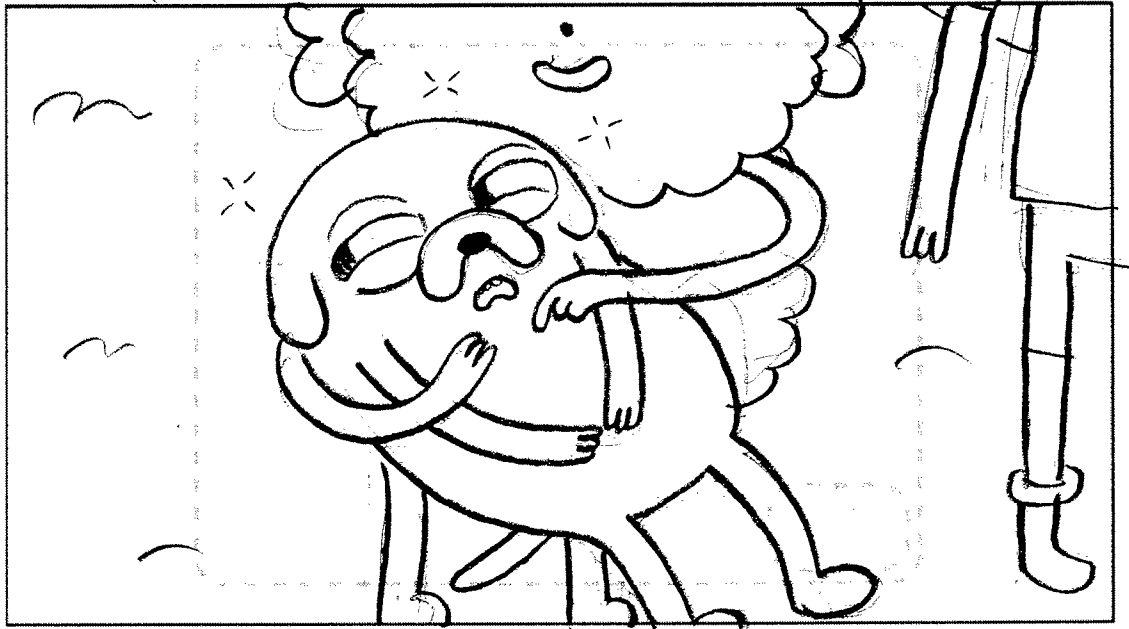
ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night



Sc. 47 Pnl. A Bg. day night



Dialog:	F: C'mon Let's go Jake!!	J: Huh? what? No....
Action:		
Timing:		

EPISODE #

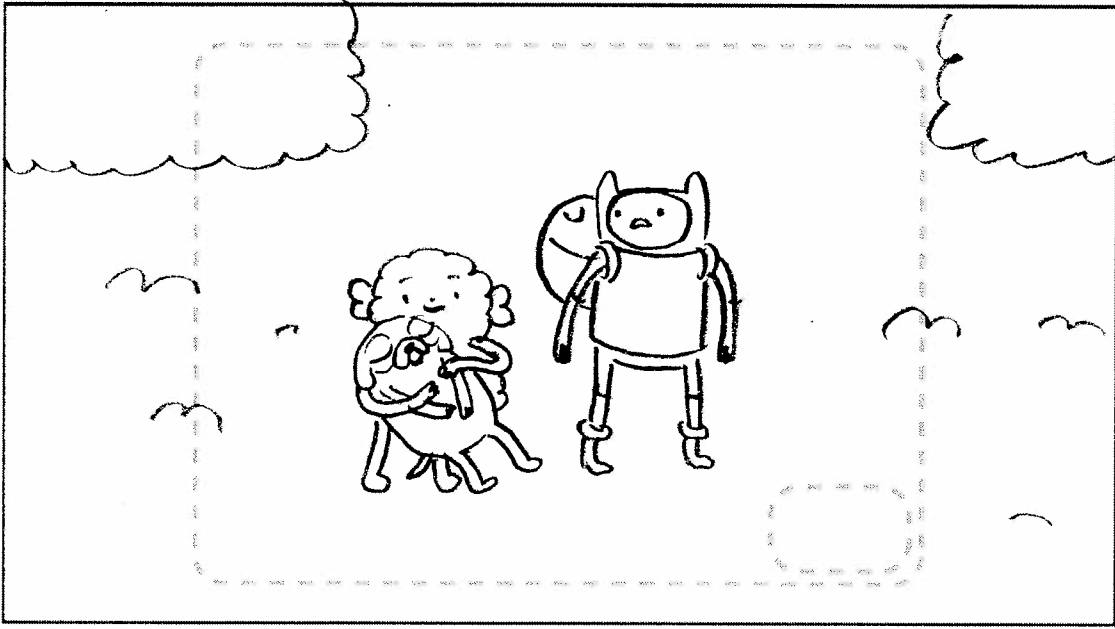
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

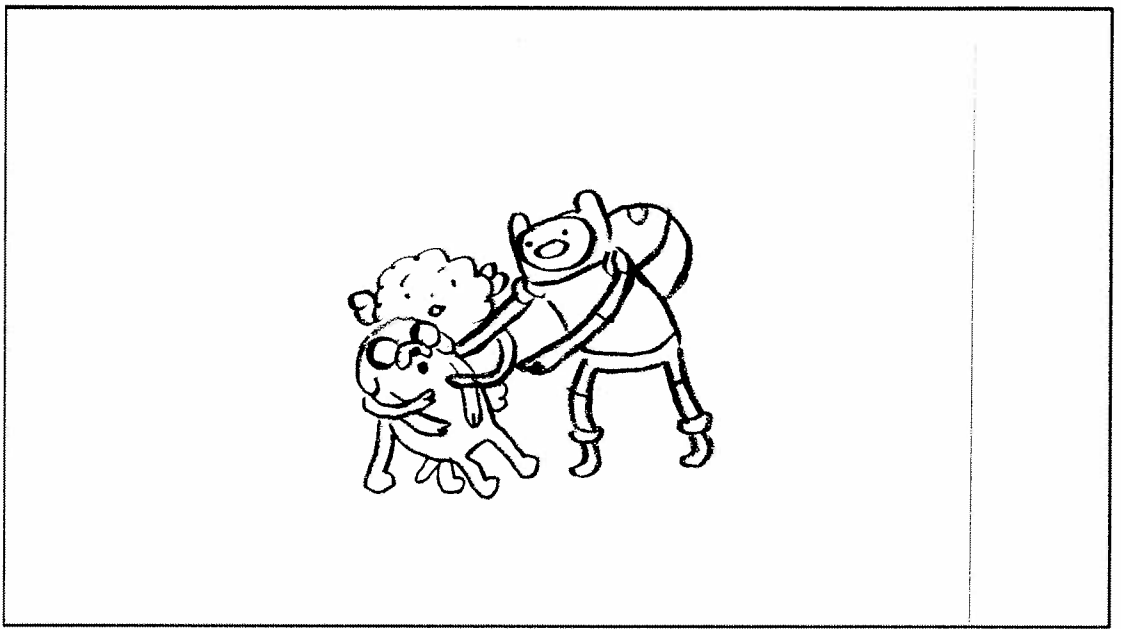
ADVENTURE TIME



Sc. 48 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	F: Ughh...	F: C'mon .. Let's go ...
Action:		
Timing:		

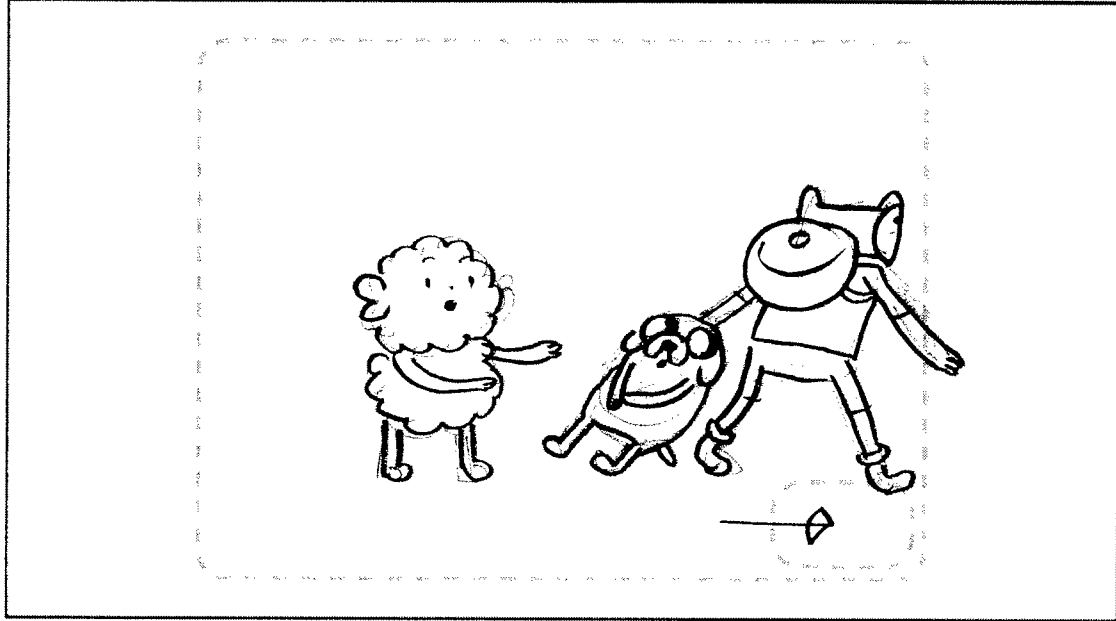
EPISODE #

Production :

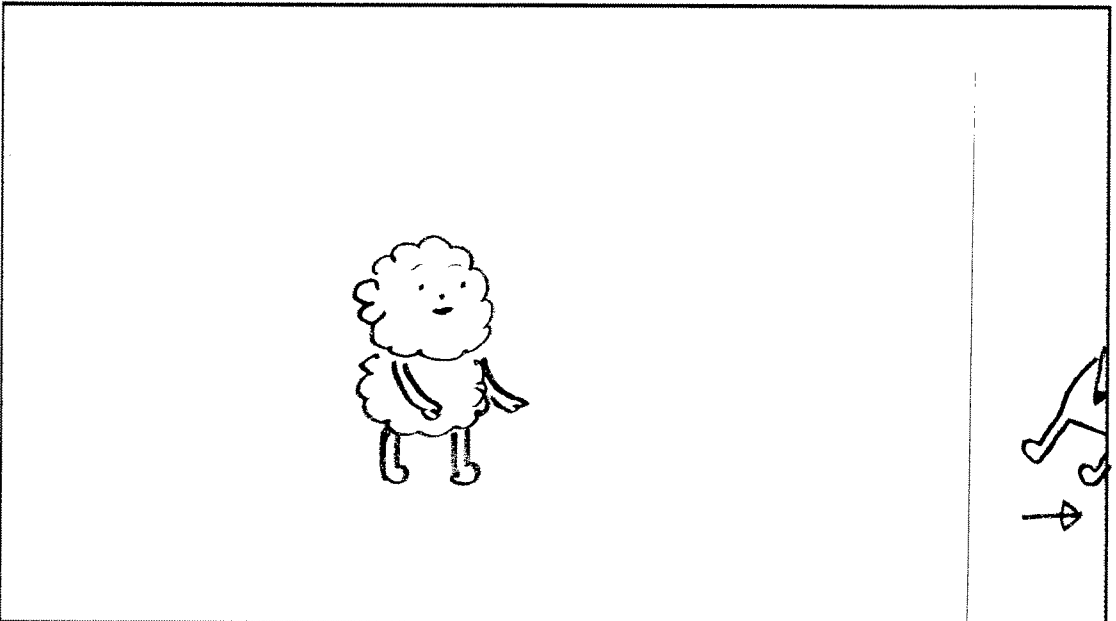
ADVENTURE TIME



Sc. 48 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



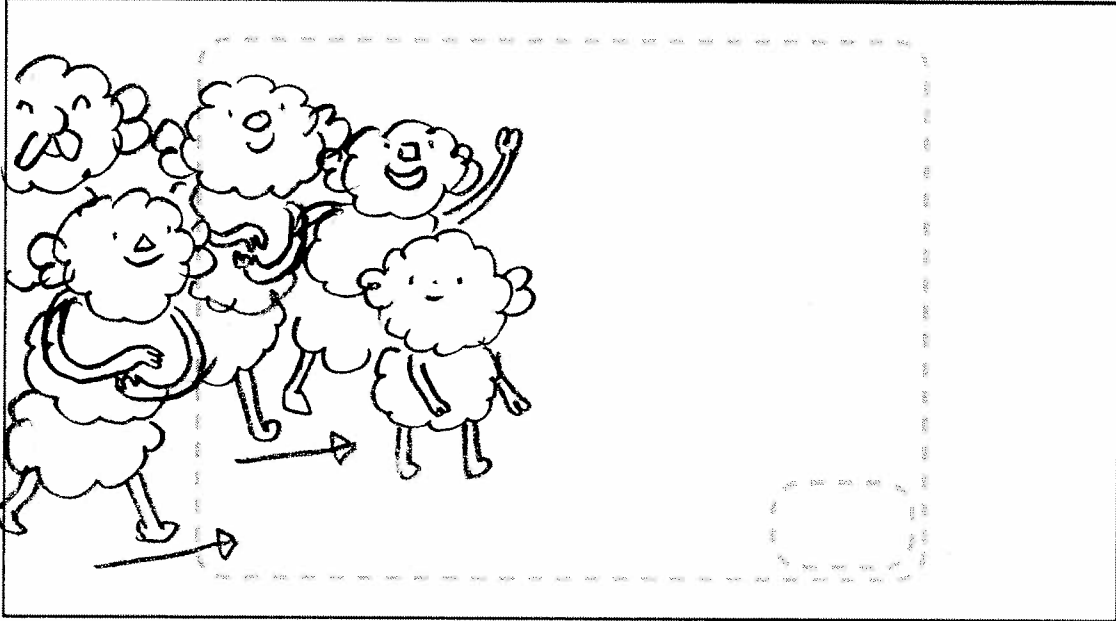
Dialog:
J: Nooooo ...
Action:
Timing:

EPISODE #
Production :

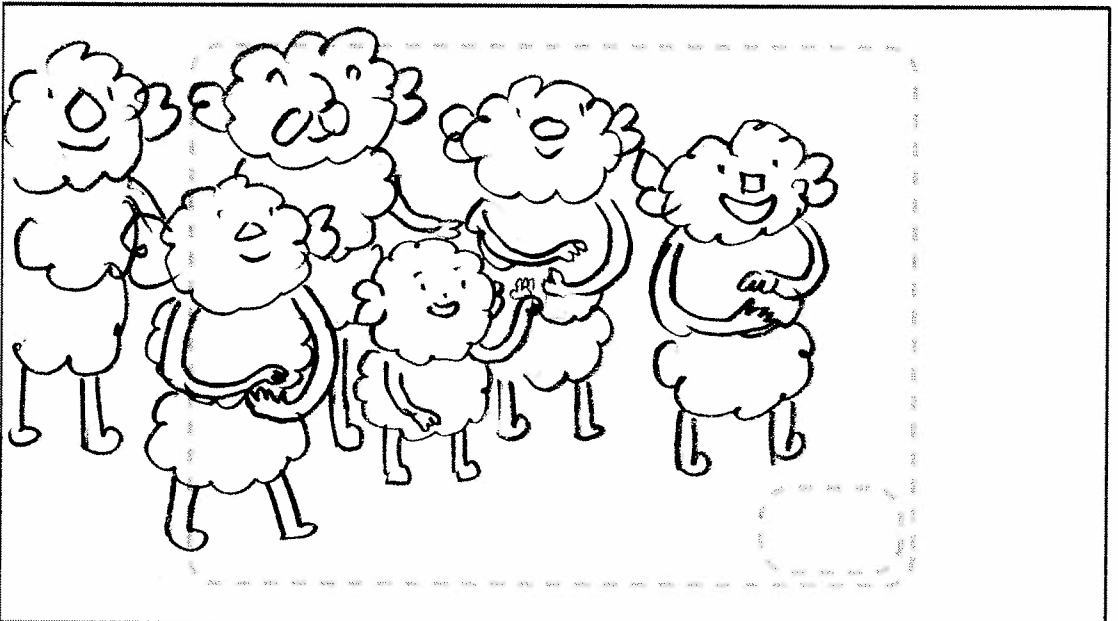
ADVENTURE TIME



Sc. 48 Pnl. E Bg. day night



Sc. Pnl. F Bg. day night



Dialog: villagers : Woo - yeah - 6 : Bye Bye Doggy - !

Action: (villagers cheer and clap)

Timing:

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 49 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

- cut -

Dialog:	<div>① BYE FLUFFY VILLAGE</div>
Action:	
Timing:	

EPISODE #

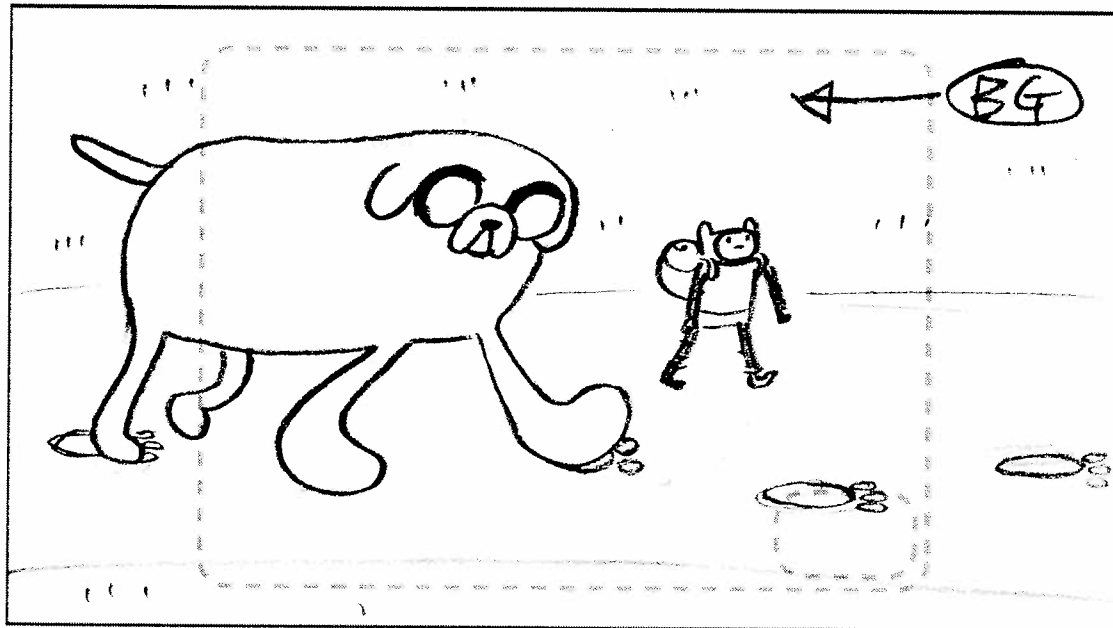
Production :

ADVENTURE TIME

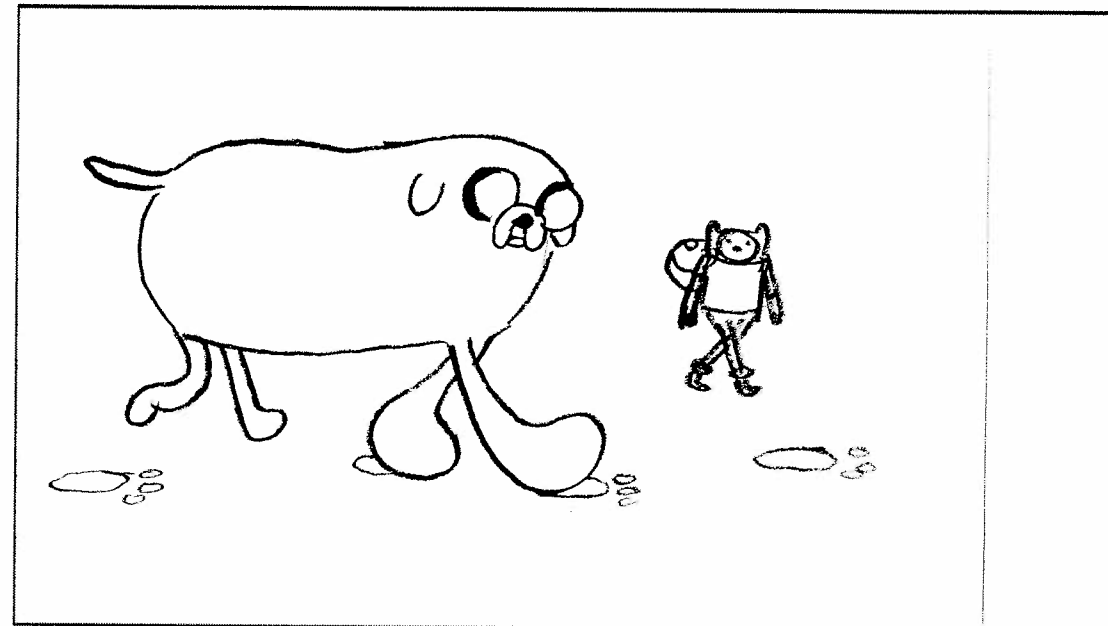


Page 65

Sc. 50 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	J: Hey hey Finn, what my feet fit these prints pretty well. what if I really am the gut grinder? *nervous laugh*
Action:	(F&J walking along the footprints)
Timing:	

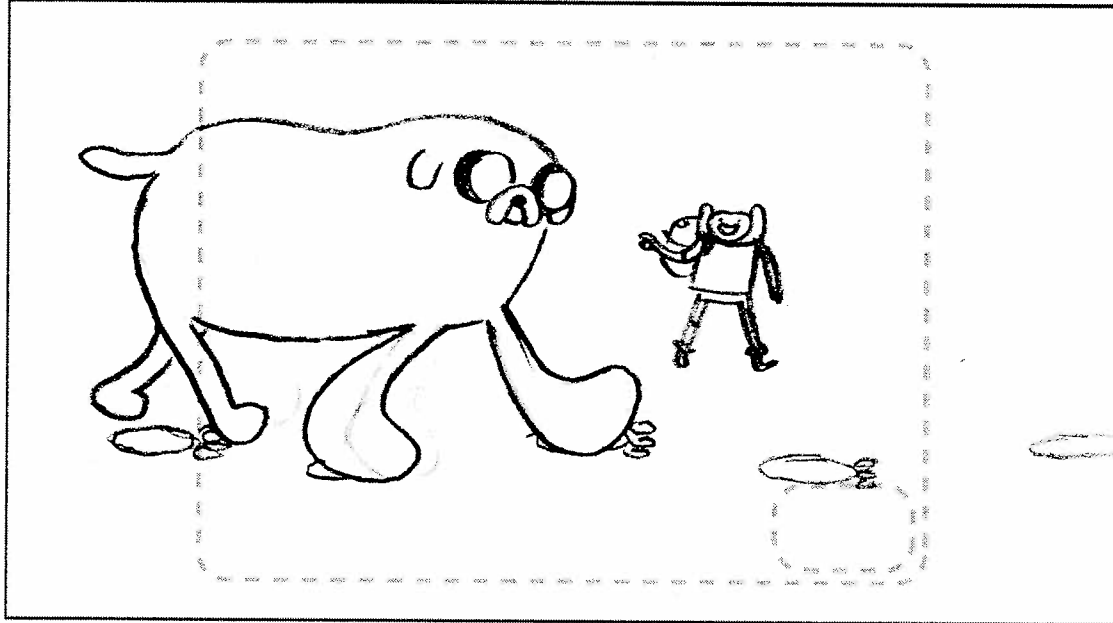
EPISODE #

Production :

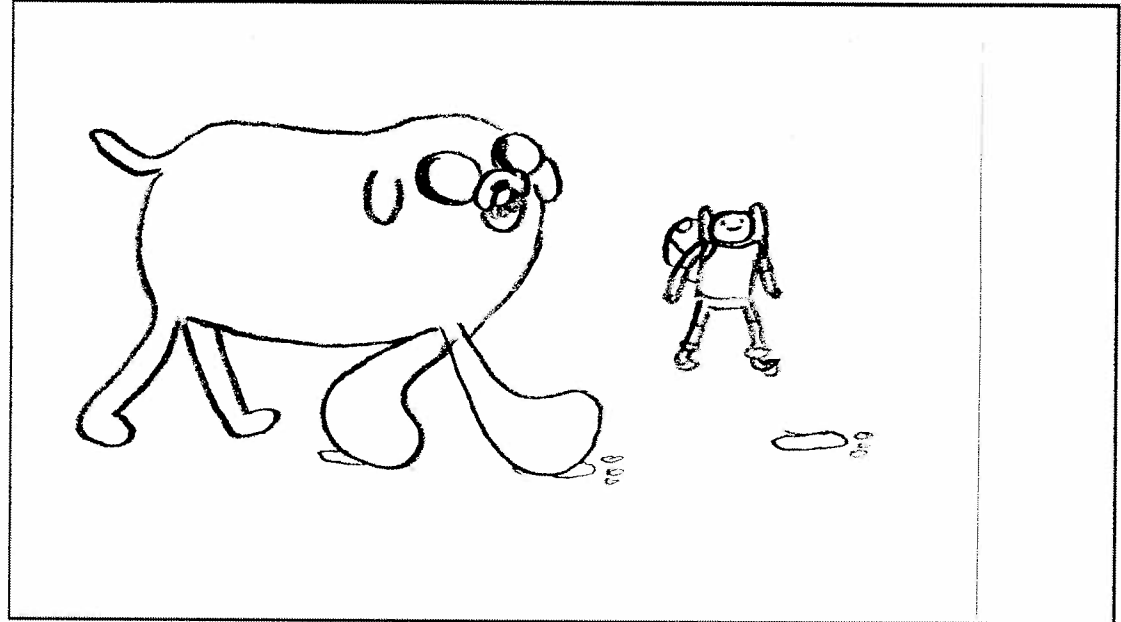
ADVENTURE TIME



Sc. 50 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	F: Dude, your paws 'll fit anything	J: Haha.. That's true...
Action:		
Timing:		

EPISODE #

Production :

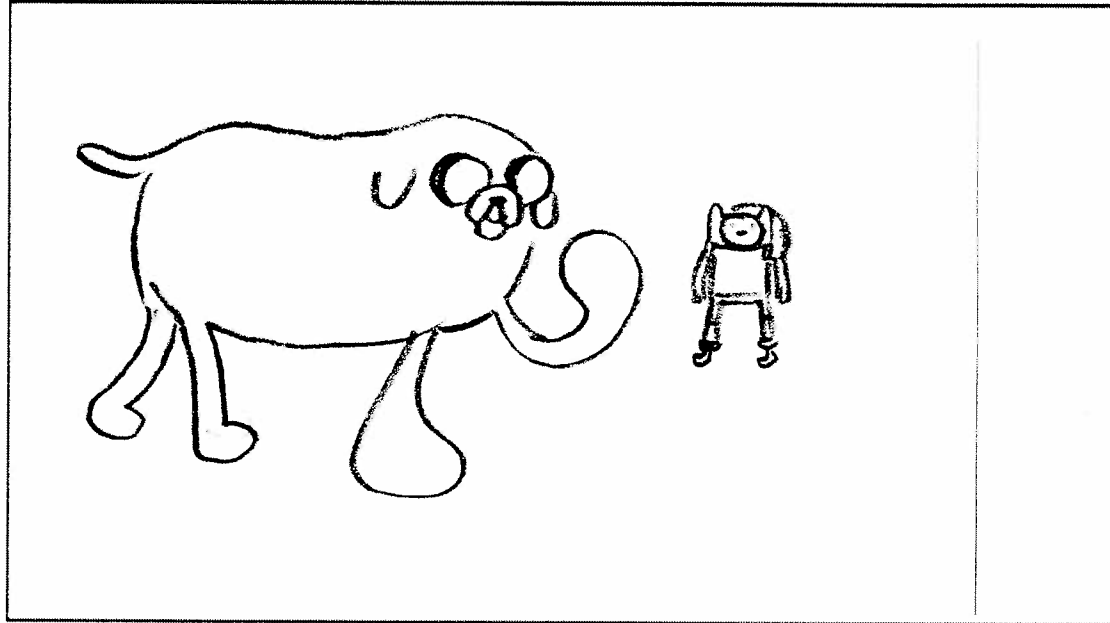
© 2009 The material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

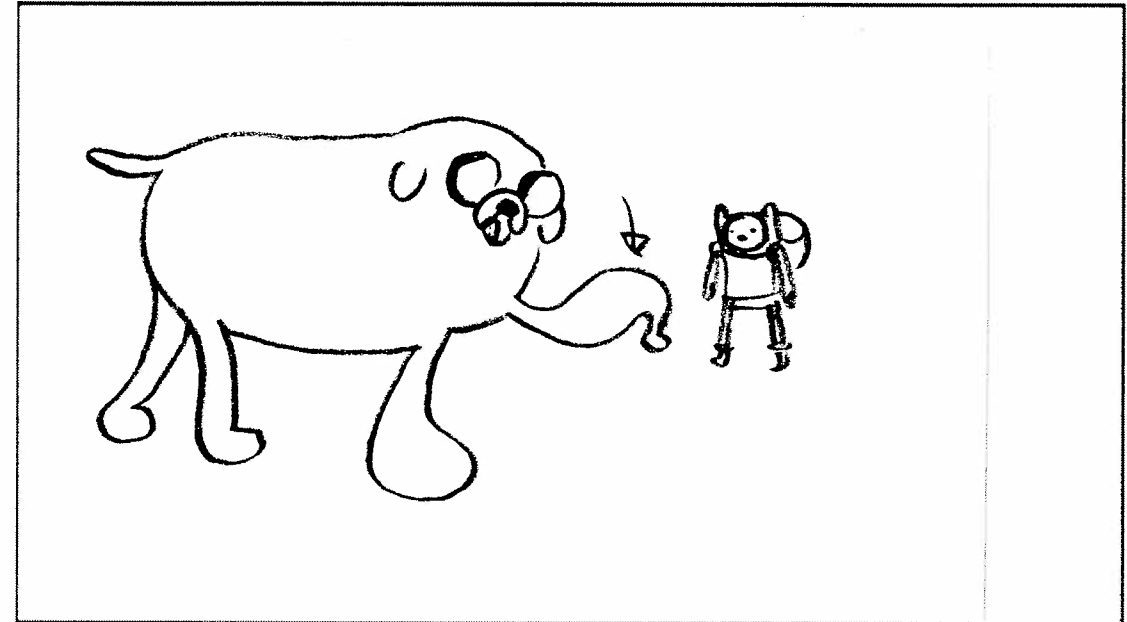


Page 67

Sc. 50 Pnl. E Bg. day night



Sc. Pnl. F Bg. day night

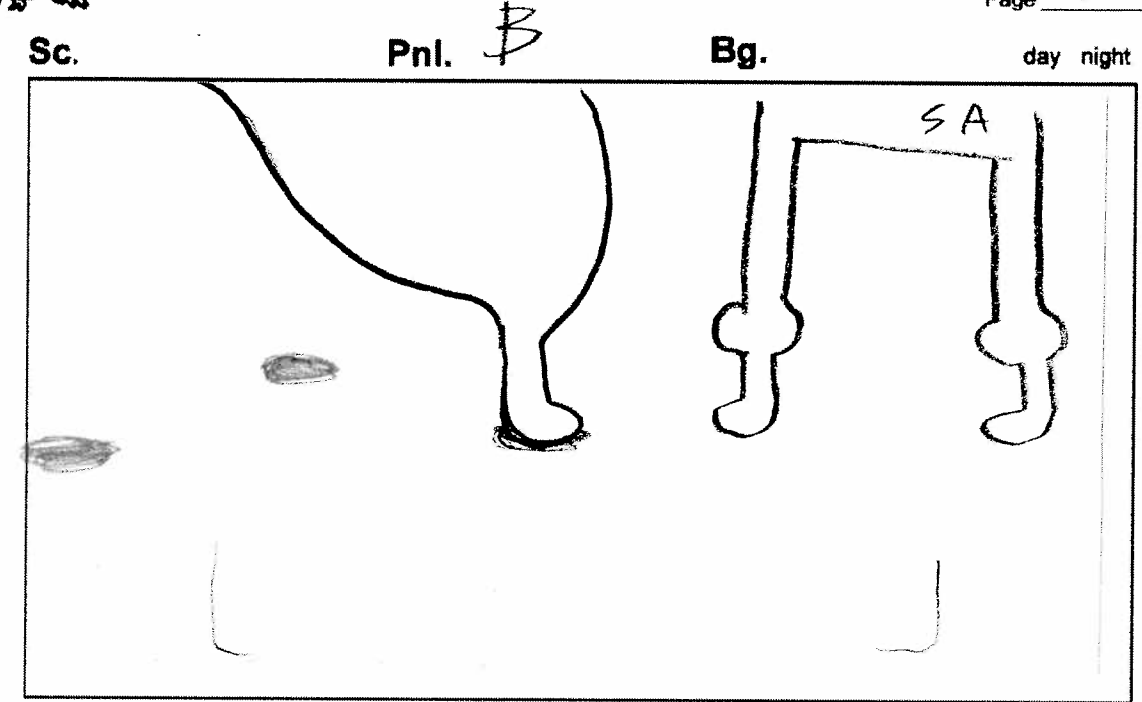
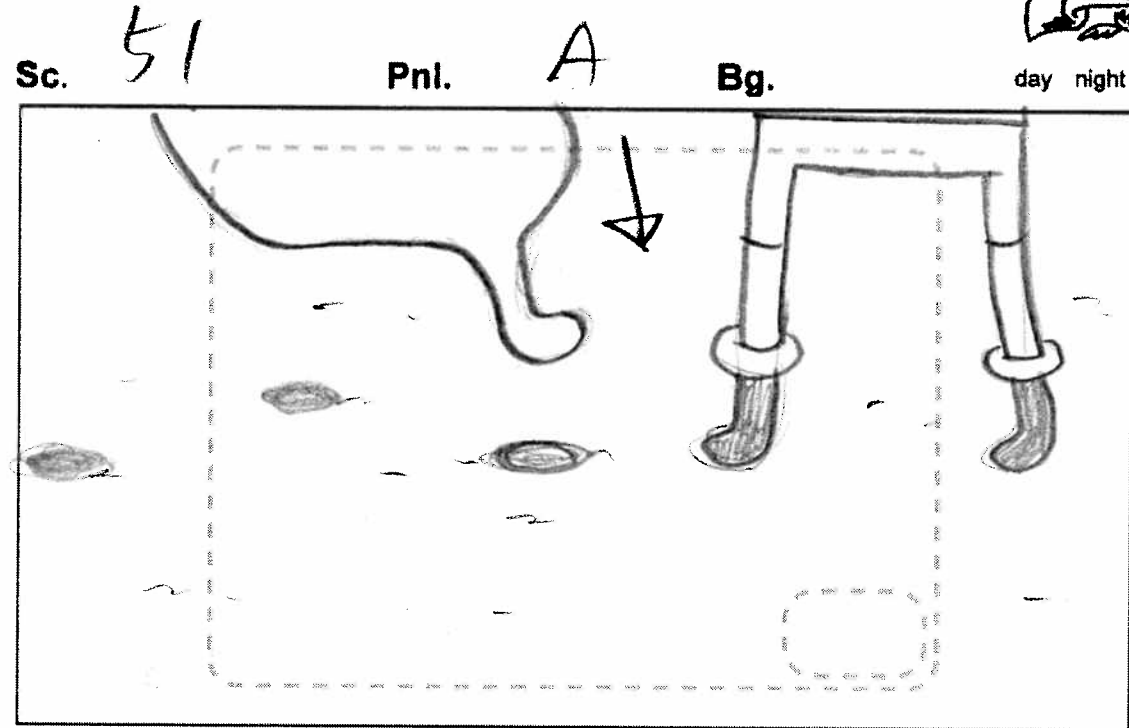


Dialog:	J: Check this out...	
Action:	(F&J stop)	(Jake's paw shrinks)
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action: (Jake's paw fits in one of Fian's footprints)
Timing:

EPISODE #

Production :

ADVENTURE TIME



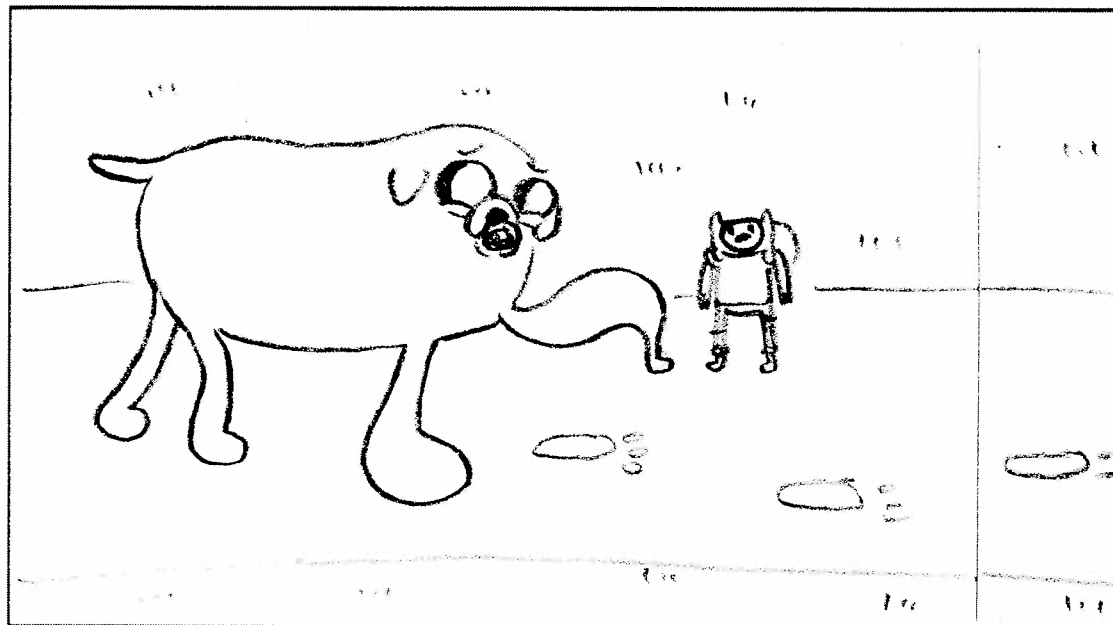
Page 69

Sc. 52

Pnl. A

Bg.

day night

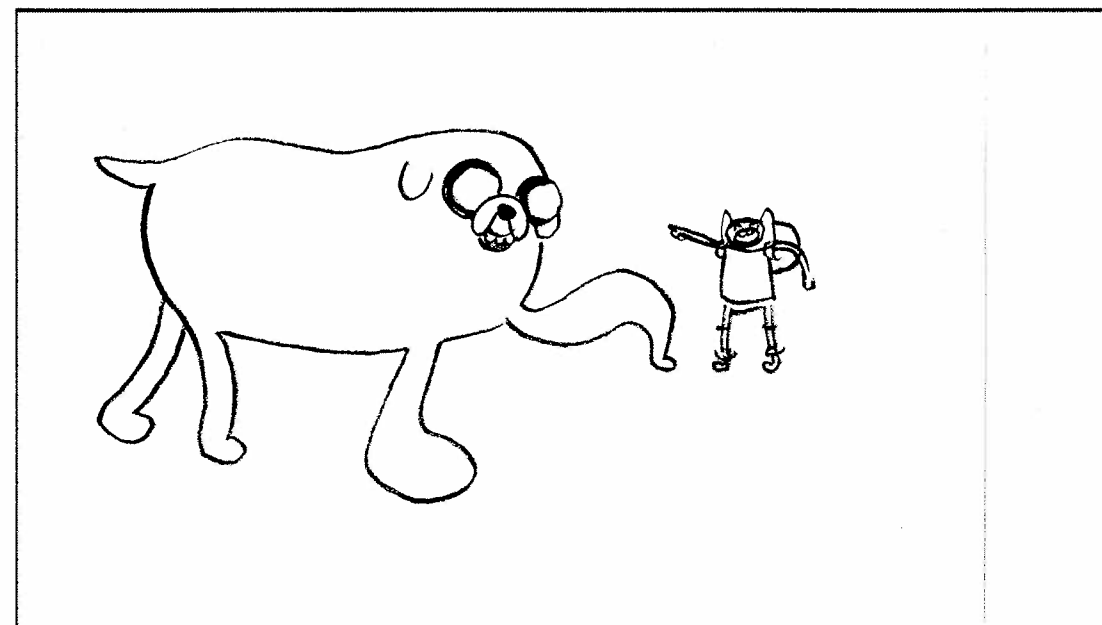


Sc.

Pnl. B

Bg.

day night



Dialog:

J: (with a falsetto)
Hey, I'm Finn the hero,
And I stink at Viola..

Action:

Timing:

(F:) Hey, I'm Jake the dog
~~Hey~~ (Deep voice) and I put my
nose in poop!!

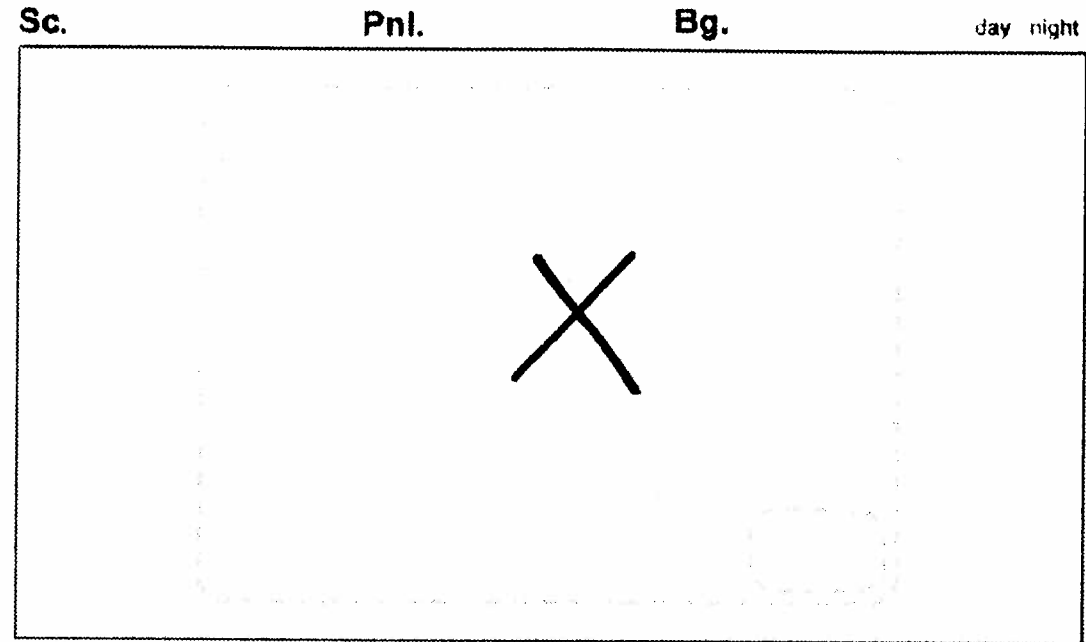
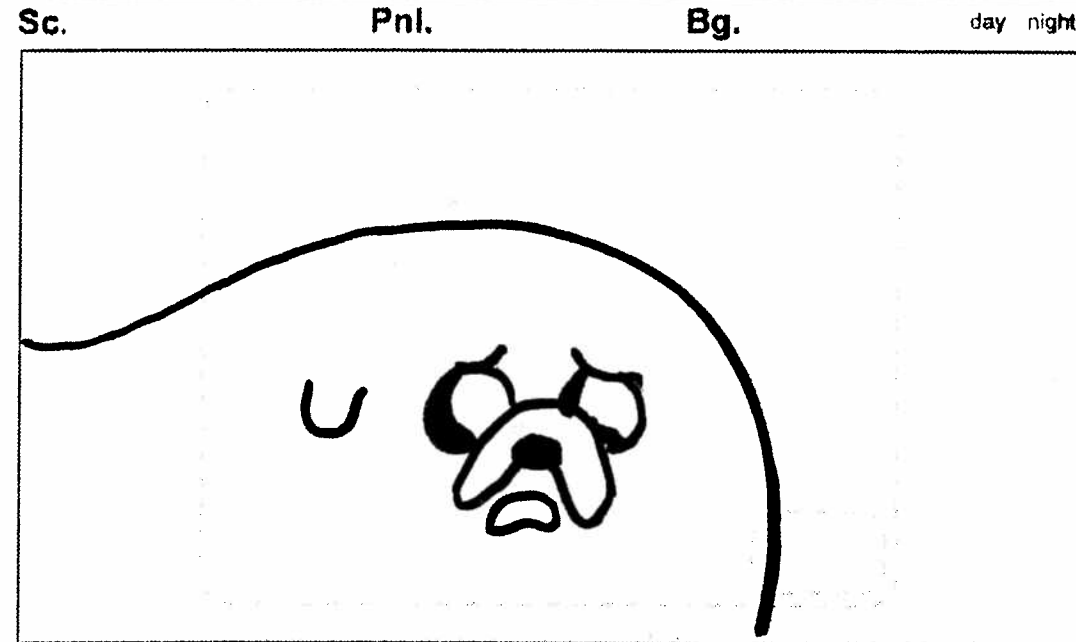
EPISODE #

Production :

ADVENTURE TIME



Page **69A**



Dialog:	(J:) There's a lot of interesting smells in poop..
Action:	
Timing:	

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is copyrighted and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Page 70

52

C

day night

Pnl.

△

Bg.

day night



Cube village : AHHHHH!! He-lp!!
F: Hub?

F: It must be the Gut Grinder!!!

Action:

Timing:

EPISODE #

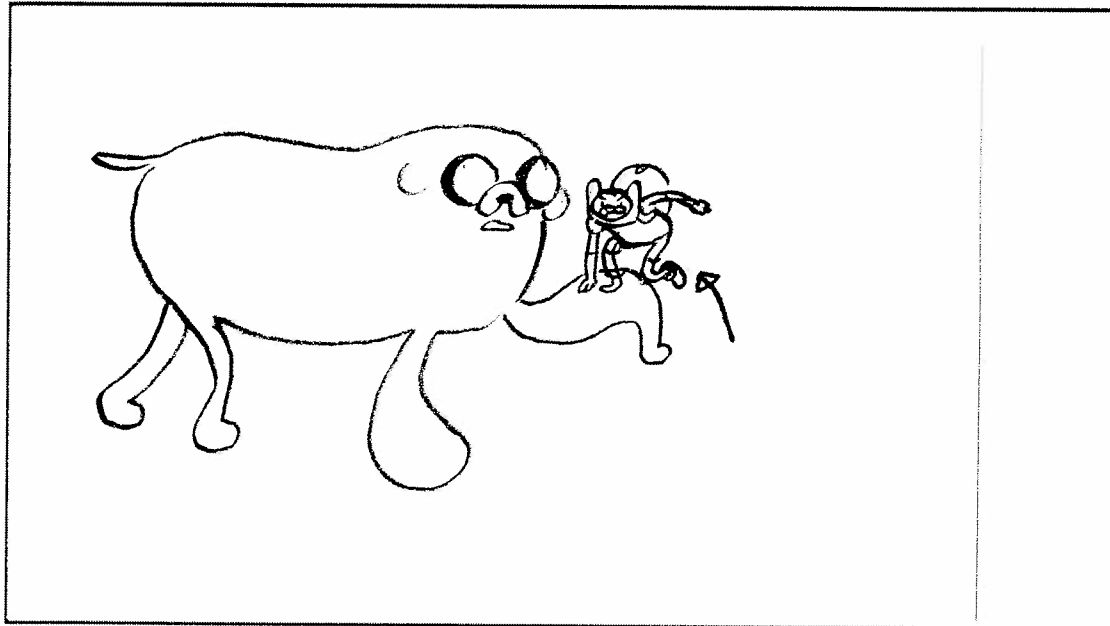
Production :

ADVENTURE TIME

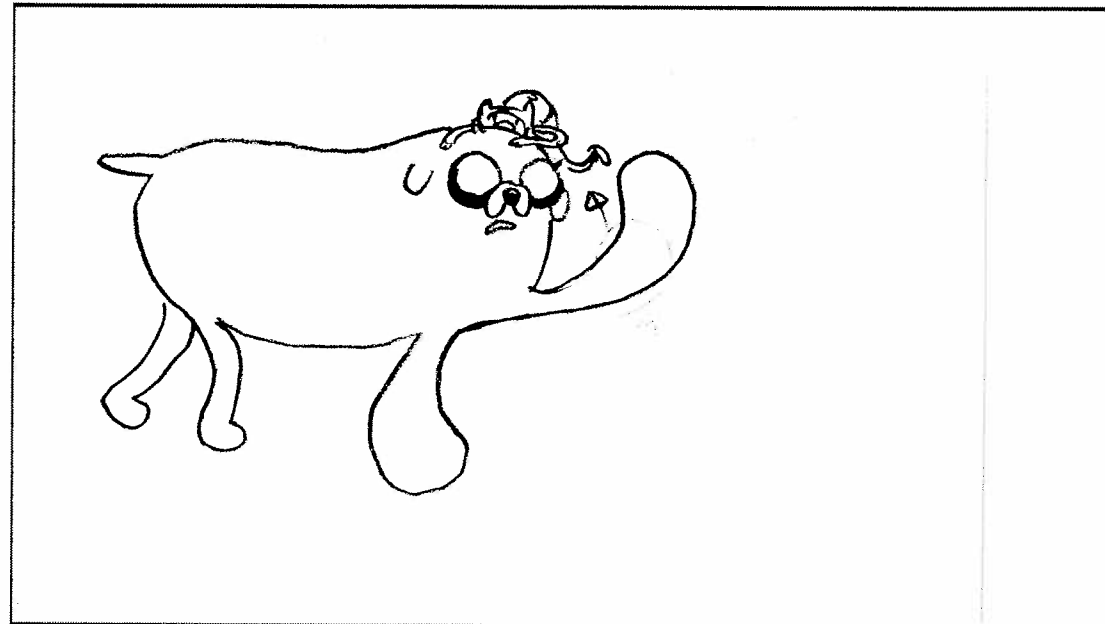


Page 71

Sc. 62 Pnl. E Bg. day night



Sc. Pnl. F Bg. day night



Dialog:

F: Humph!

Action:

(Finn jumps on Jake)

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc.

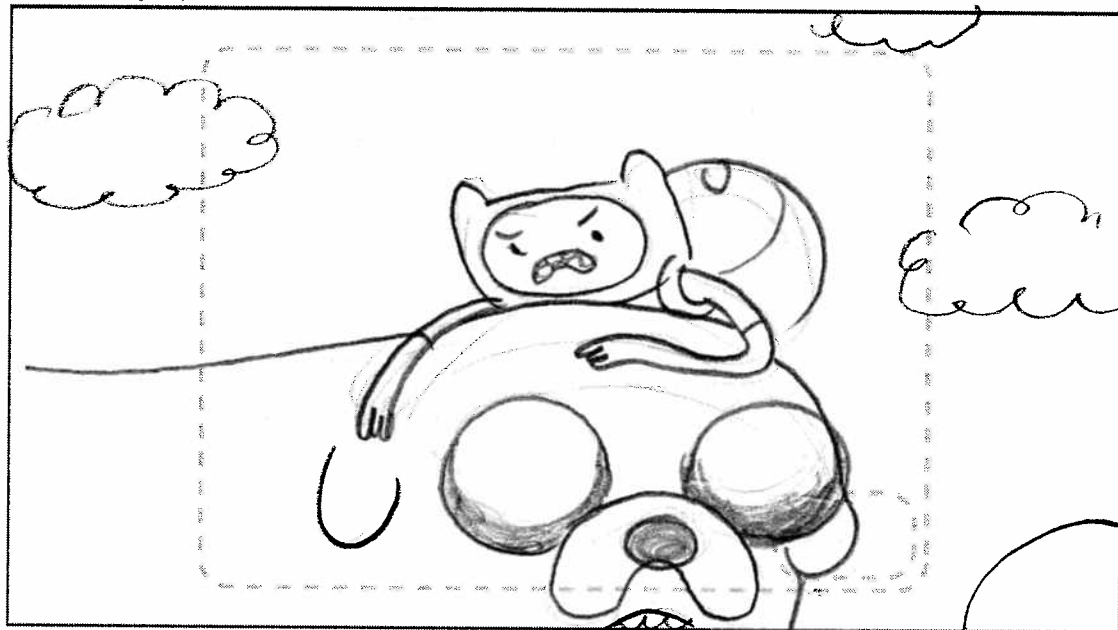
53

Pnl.

A

Bg.

day night



Sc.

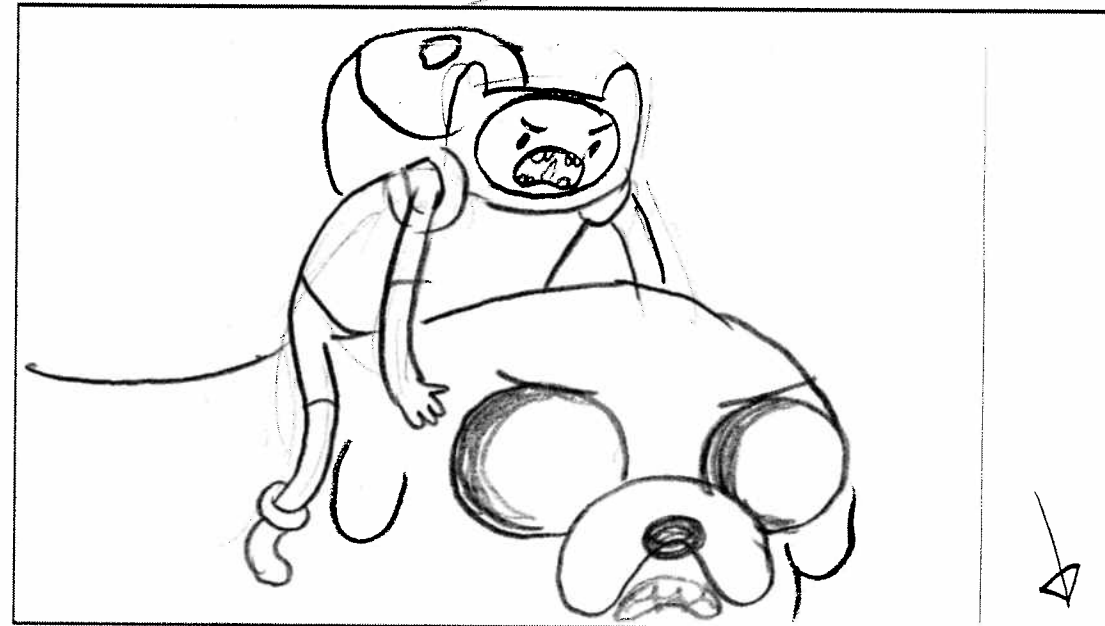
53

Pnl.

B

Bg.

day night



Dialog:

F: C'mon let's go!

Action:

(Finn climbs up)

(Paw goes down)

Timing:

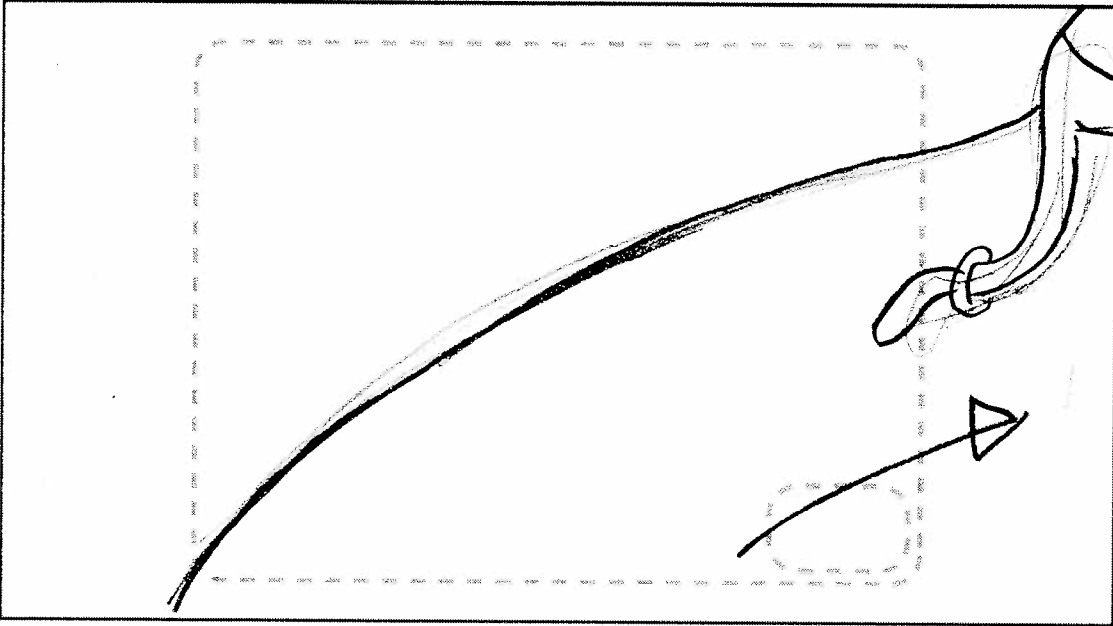
EPISODE #

Production :

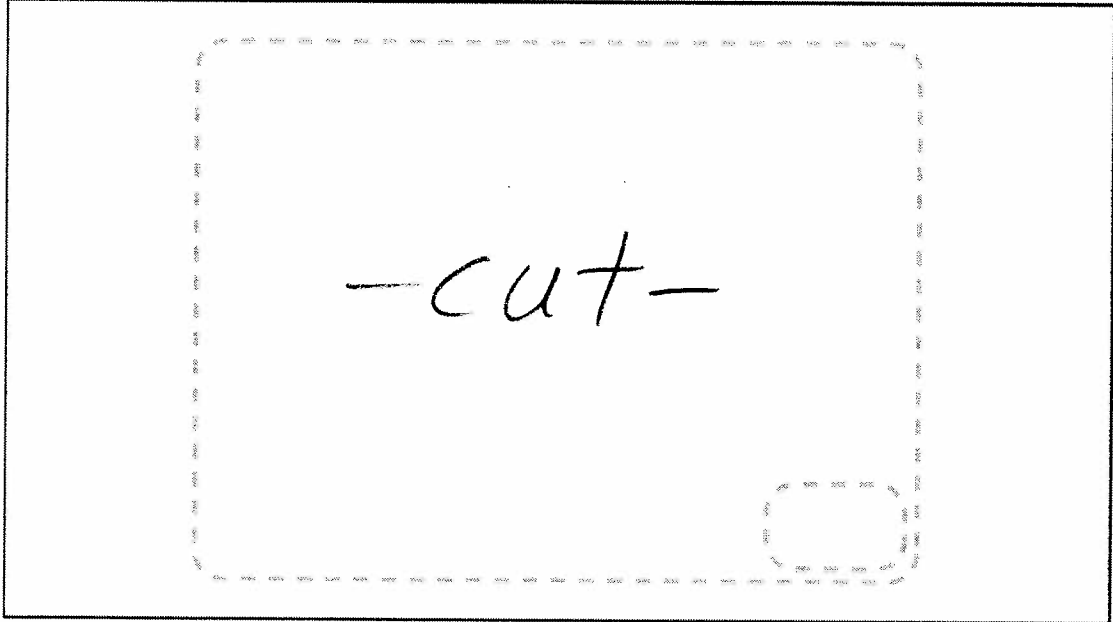
ADVENTURE TIME



Sc. 53 Pnl. C Bg. day night



Sc. Pnl. Bg. day night

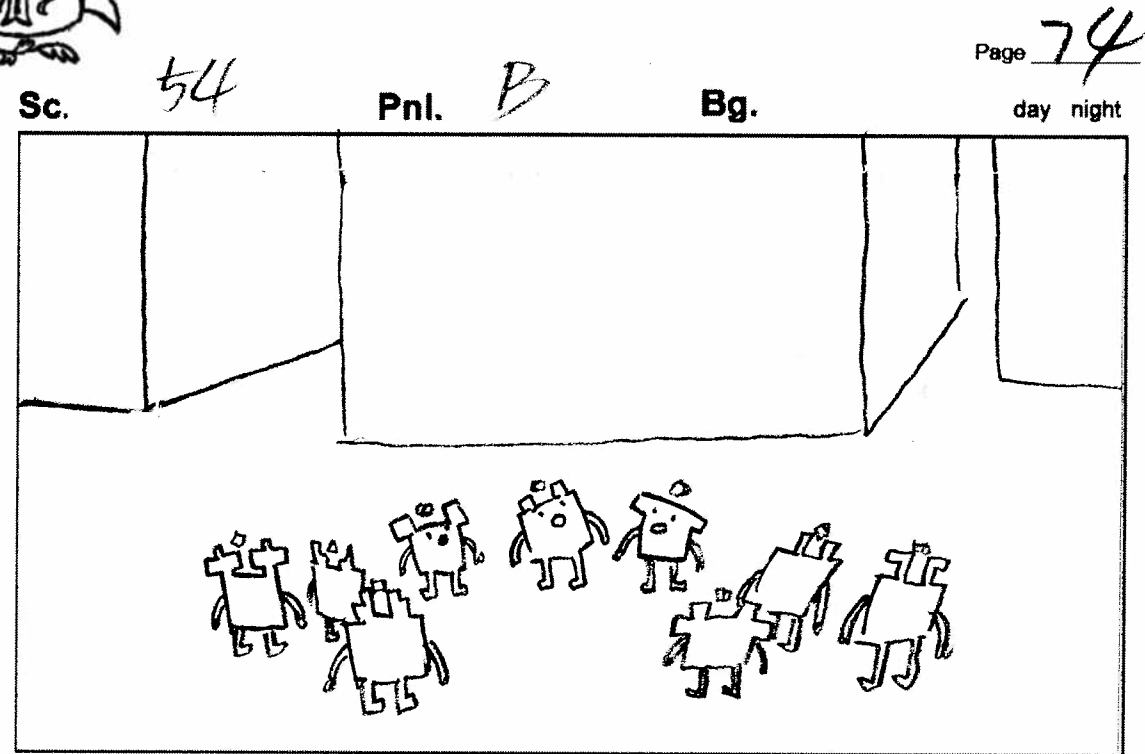
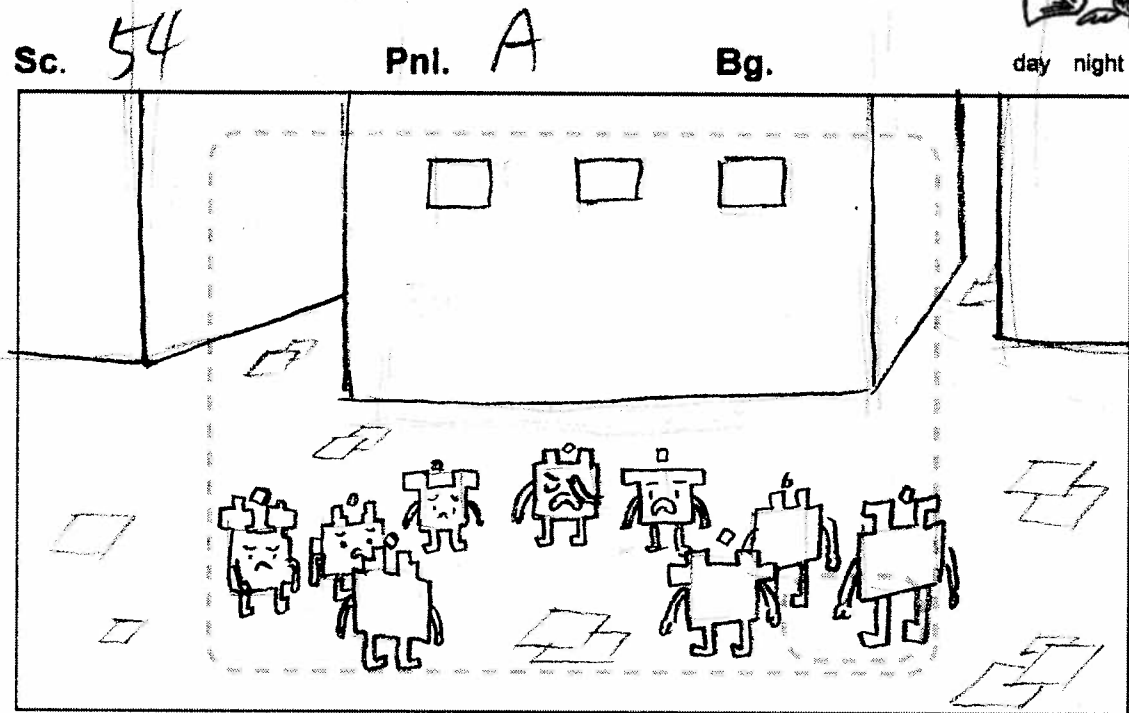


Dialog:	J: Ro — ar — !
Action:	(J runs off screen)
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Dialog:	Villagers : oh my .. this is terrible .. What are we gonna do?	F : Hey cube people - what's going on here ?
Action:	villagers : Huh ?	
Timing:		

EPISODE #

Production :

© 2009 This material is the property of The Curious Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 54 Pnl. C Bg. day night

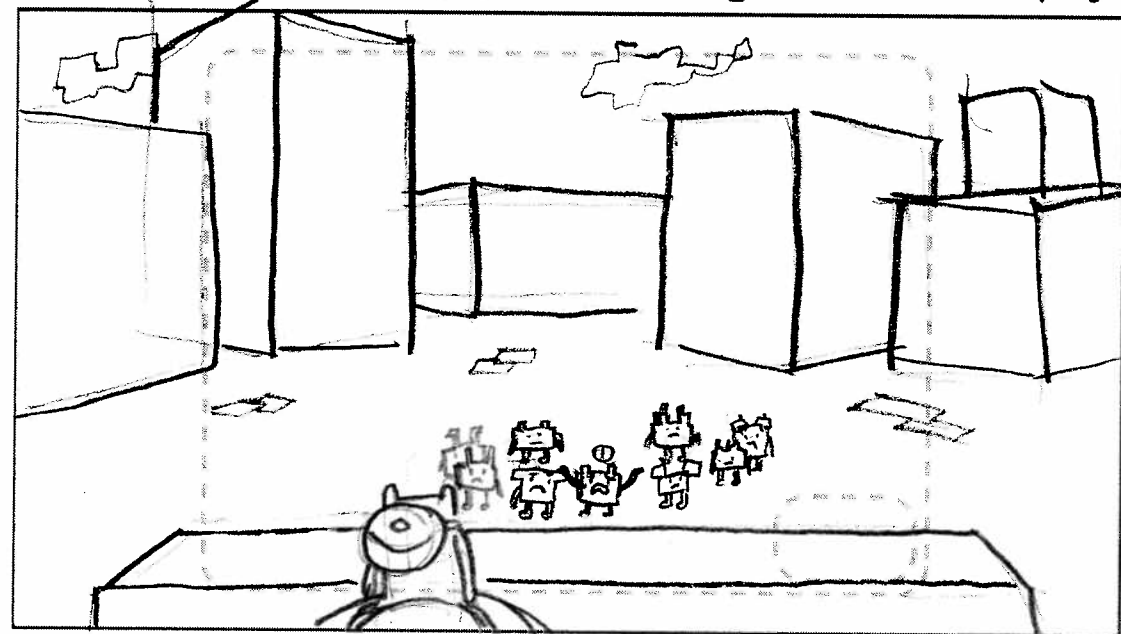
Diagram of a scene with a large building and a group of villagers. The building has a sign that says "PAN" with an arrow pointing up. The villagers are standing in a line, looking towards the building.

Dialog:

Action:

Timing:

Sc. 55 Pnl. A Bg. day night



1: The Gut Grinder
stormed into our
village and ate all our
gold..

(villagers turn around to see Finn)
F: I heard you guys scream!!

EPISODE #

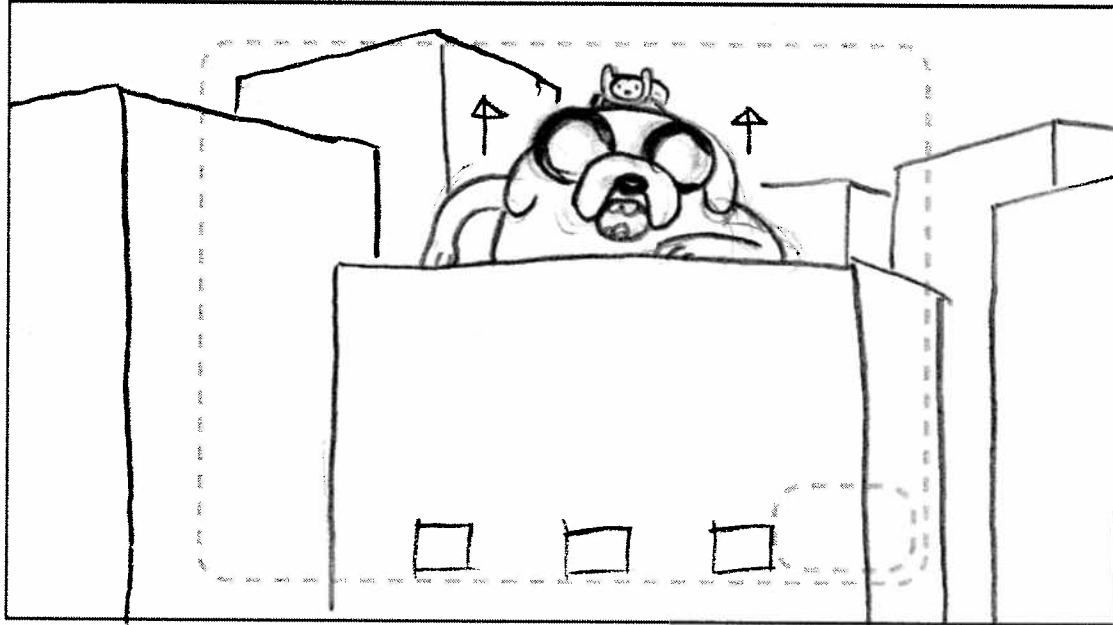
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

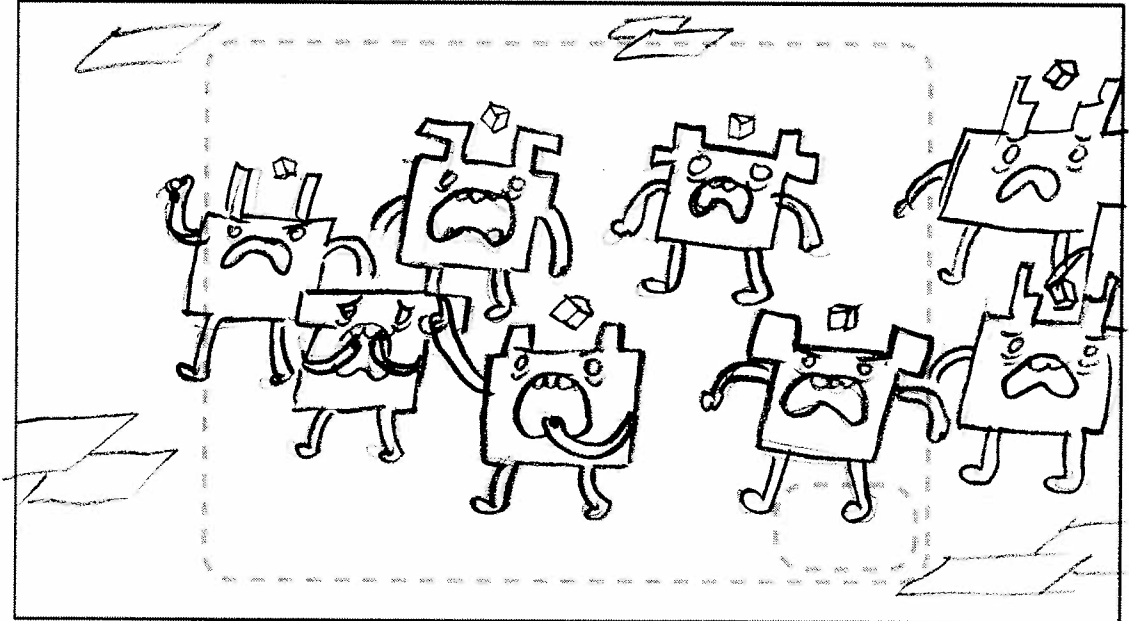
ADVENTURE TIME



Sc. 56 Pnl. A Bg. day night



Sc. 57 Pnl. A Bg. day night



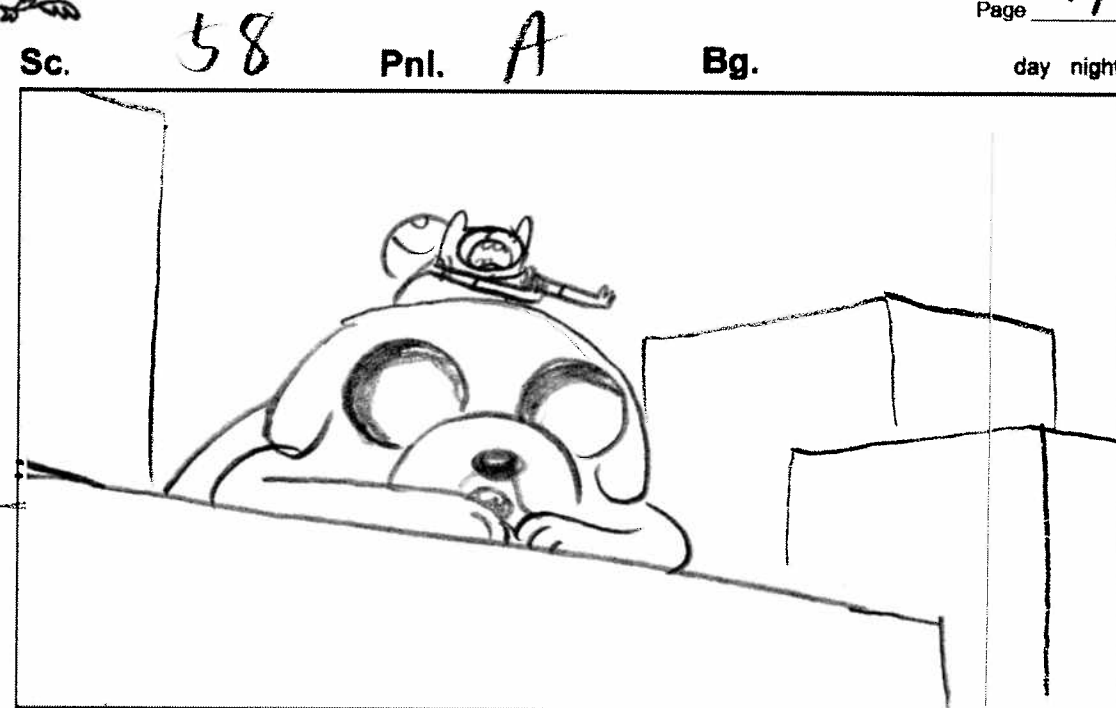
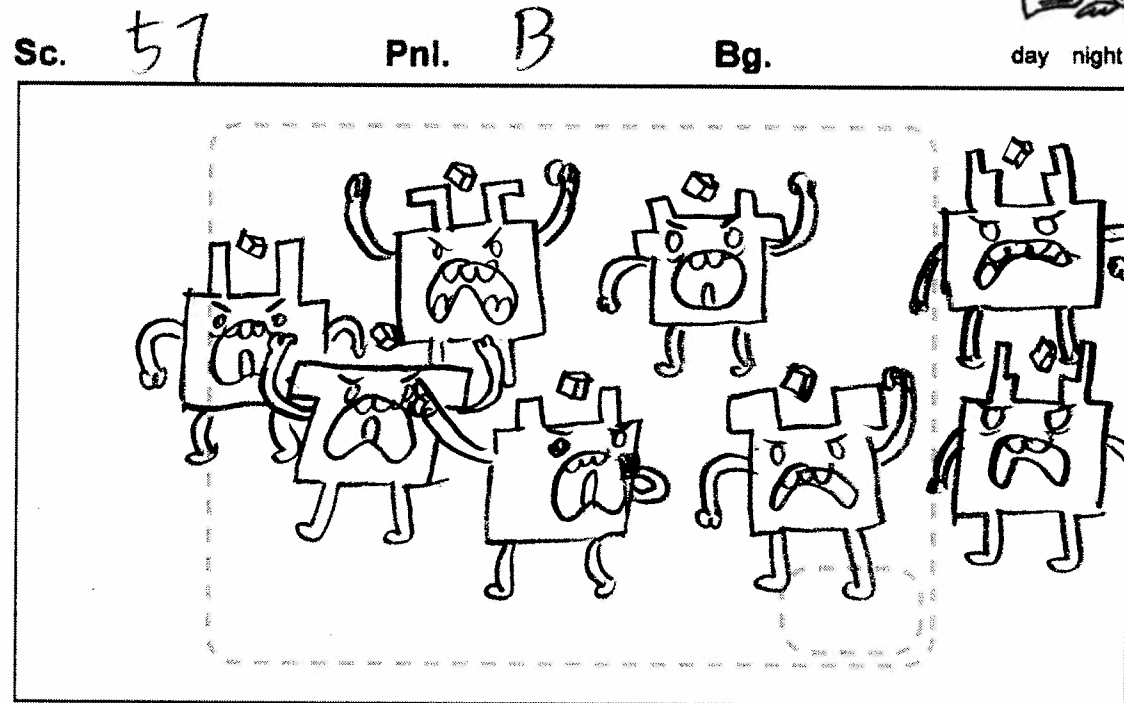
Dialog:	J: Wait.. what happened?	Villagers: Ahhhh!!!! The Gut Grinder!!
Action:	(Jake comes up from behind building)	
Timing:		

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<u>D: Get him !!!</u>	<u>F: Whoa!!! NoNoNo!!</u>
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME



(Next Page 81)

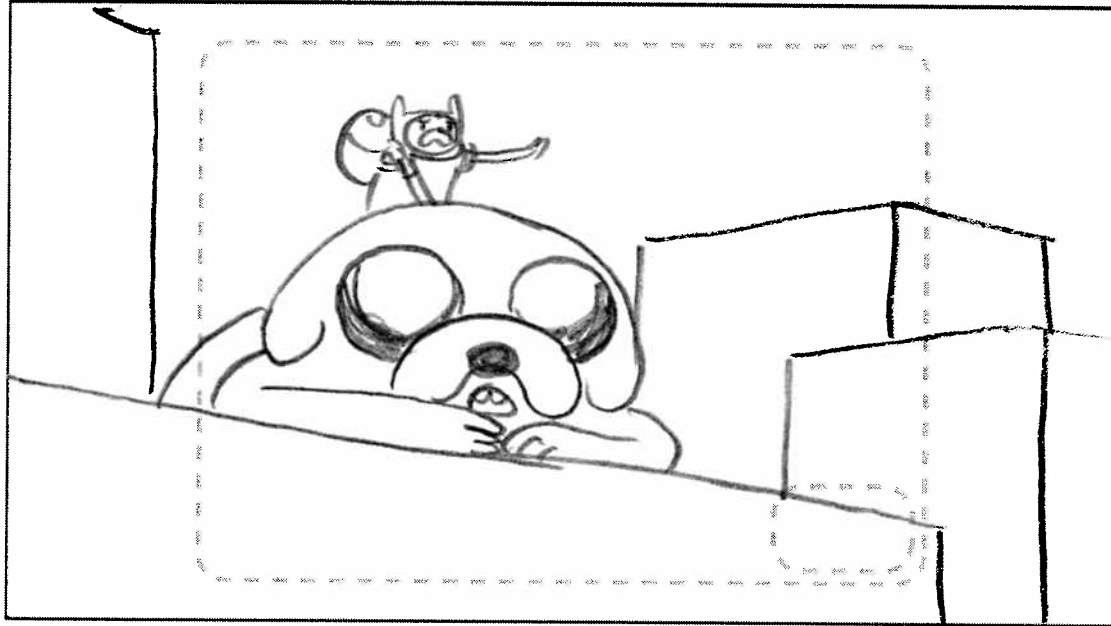
Page 78

Sc. 59

Pnl. A

Bg.

day night

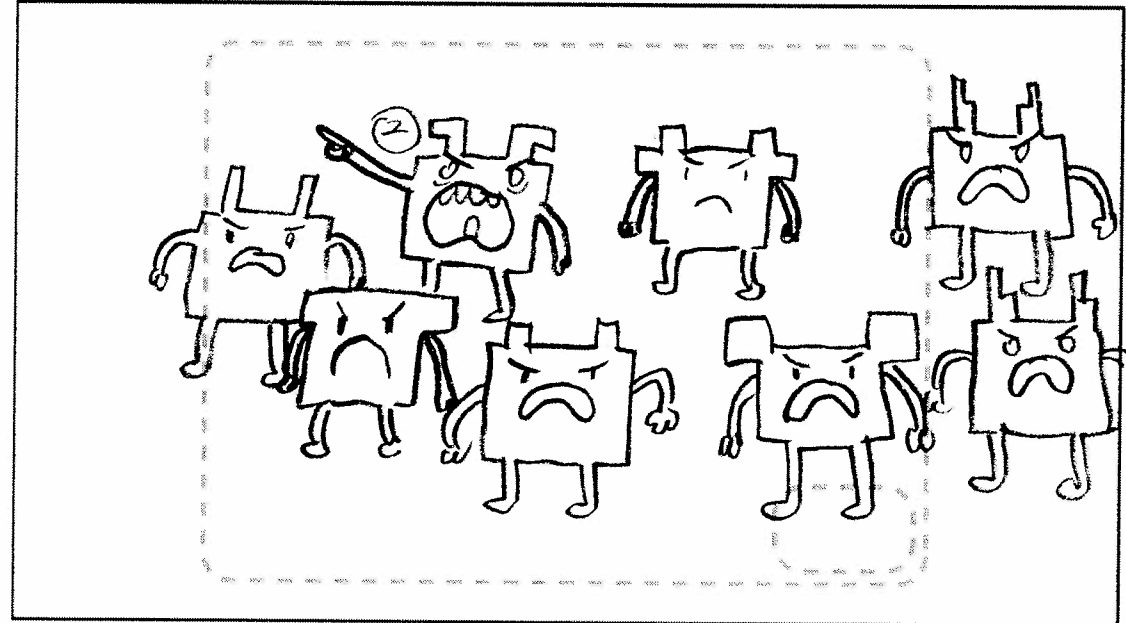


Sc. 60

Pnl. A

Bg.

day night



Dialog:

F: He's not the Gut -
Grinder!!

②: Liar! We saw the
Gut Grinder, and he
looks exactly like him!!

Action:

He's my friend!!

Timing:

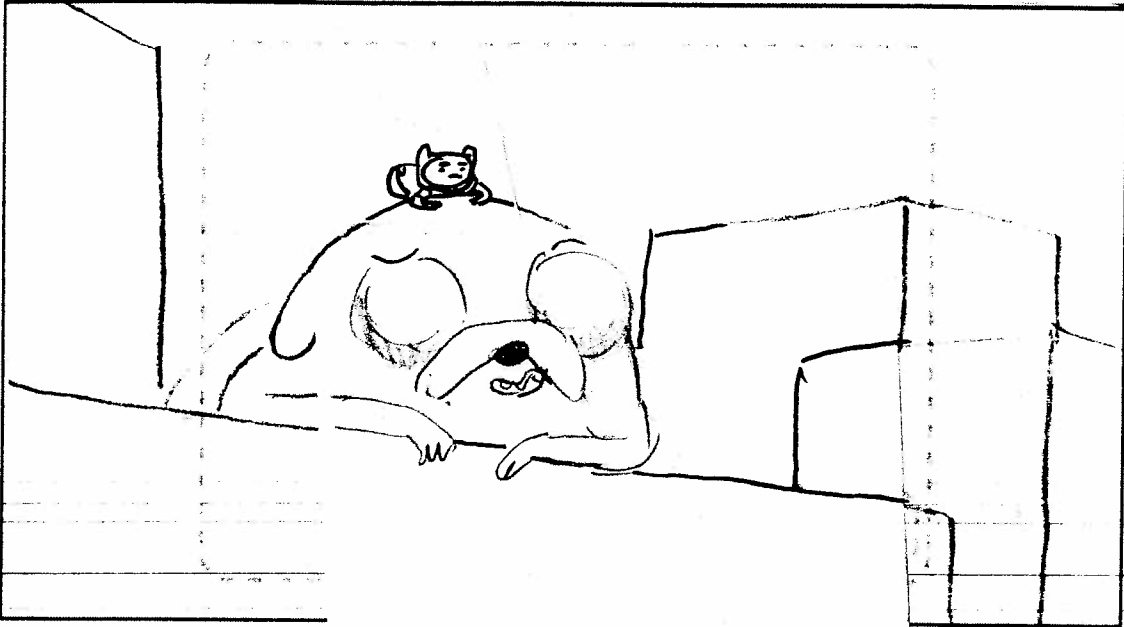
EPISODE #

Production :

ADVENTURE TIME



Sc. 63 Pnl. A Bg. day night



Dialog: *Oh nervous much that's ridiculous!*

F: (whispers) Jake ... back to your normal size. Show 'em you're not the gut grinder.

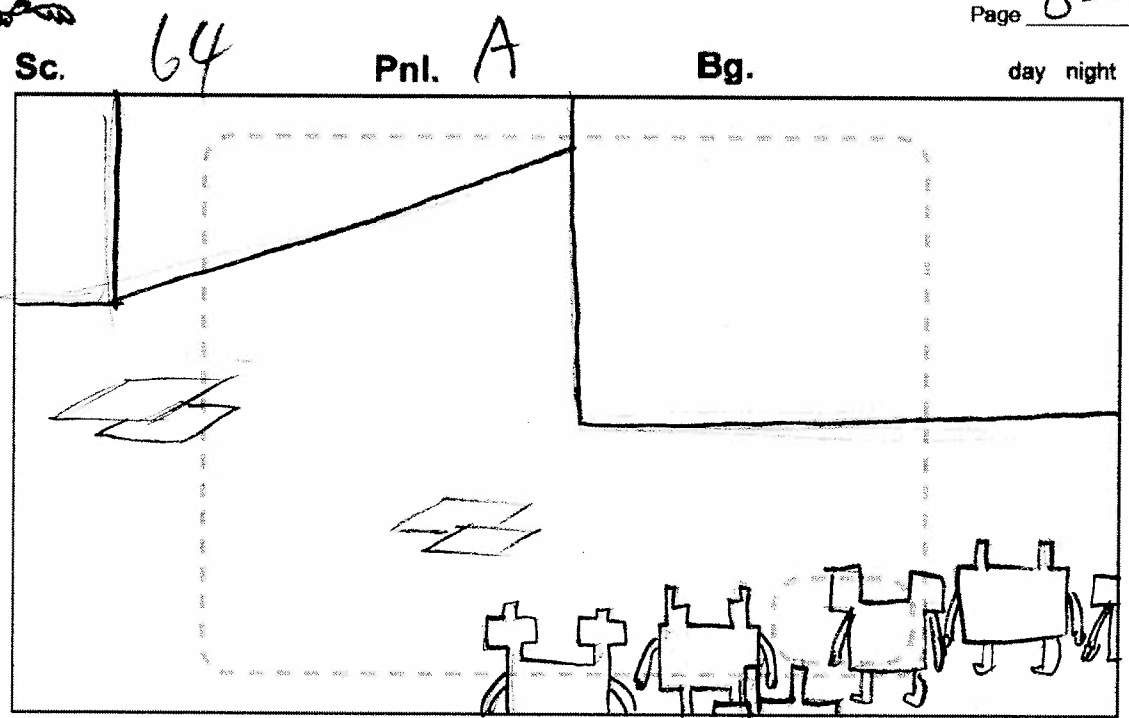
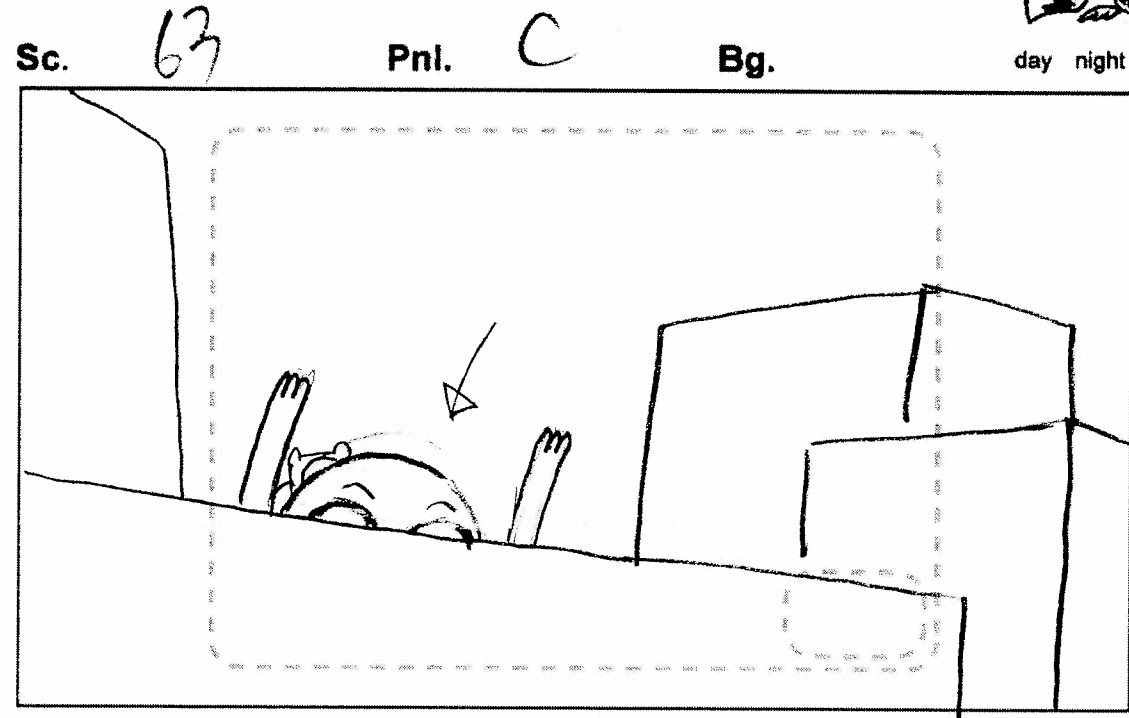
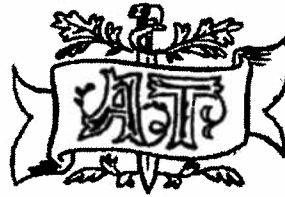
Action:

Timing:

EPISODE #

Product

ADVENTURE TIME



Dialog:
J: oh yea!
Action:
(Jake shrinks down)
Timing:

EPISODE #
Production :

ADVENTURE TIME



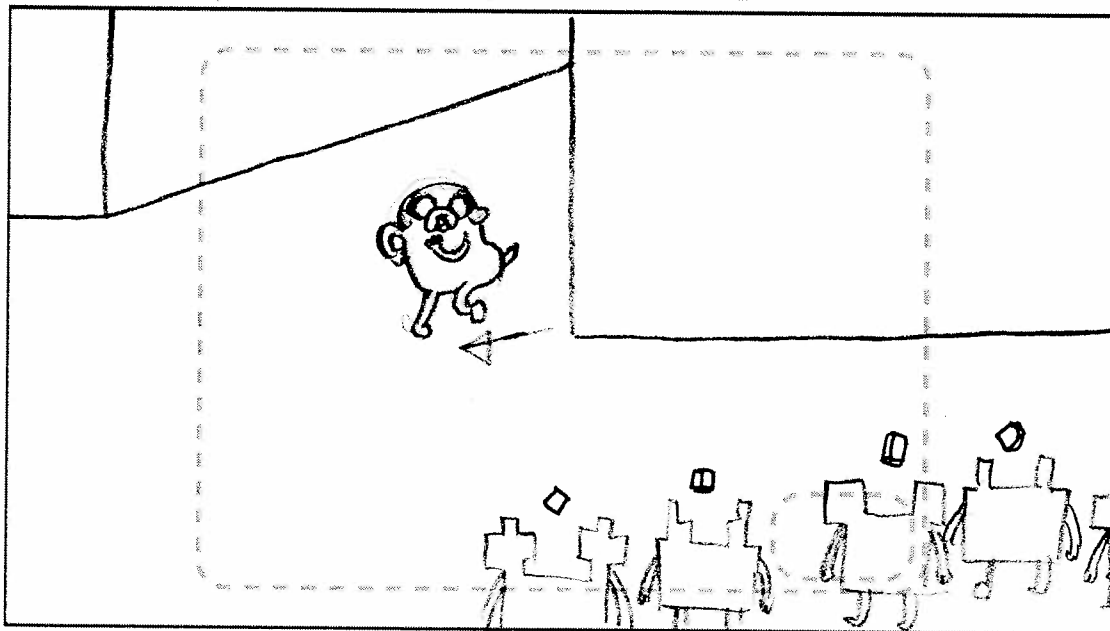
Sc.

64

Pnl. B

Bg.

day night



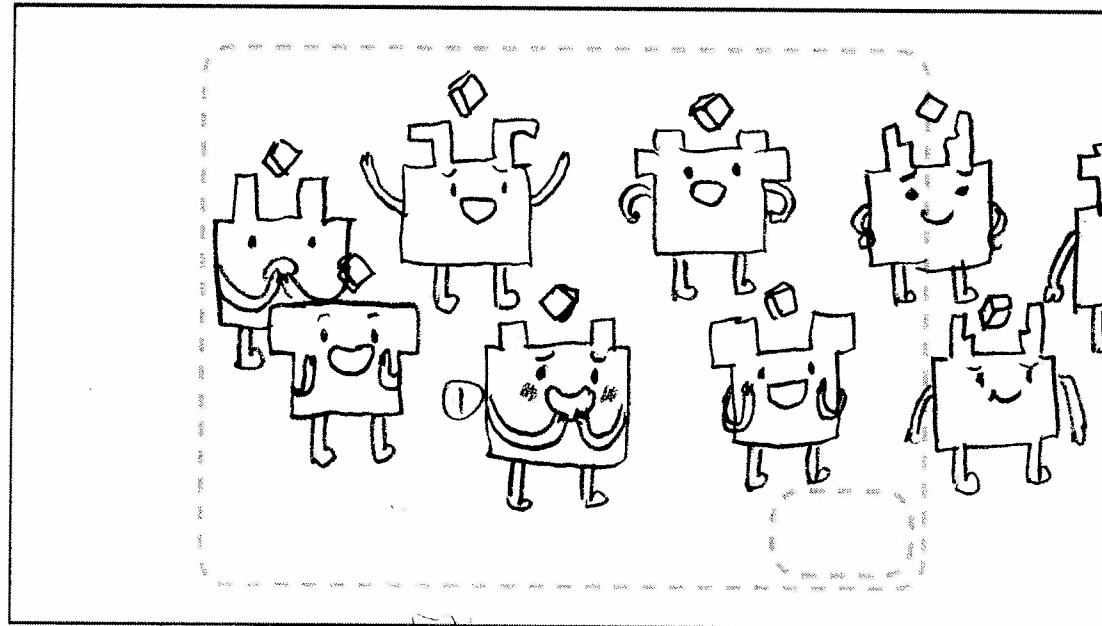
Sc.

65

Pnl. A

Bg.

day night



Dialog:

J: (singing) I am not the
Gut Grinder ~ ♪

① : Awww ~ ! He's just
a cute little dog ...

Action:

(Jake comes out, dancing & singing)

Timing:



EPISODE #

Production :

ADVENTURE TIME



84

Page _____

Sc. 66 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

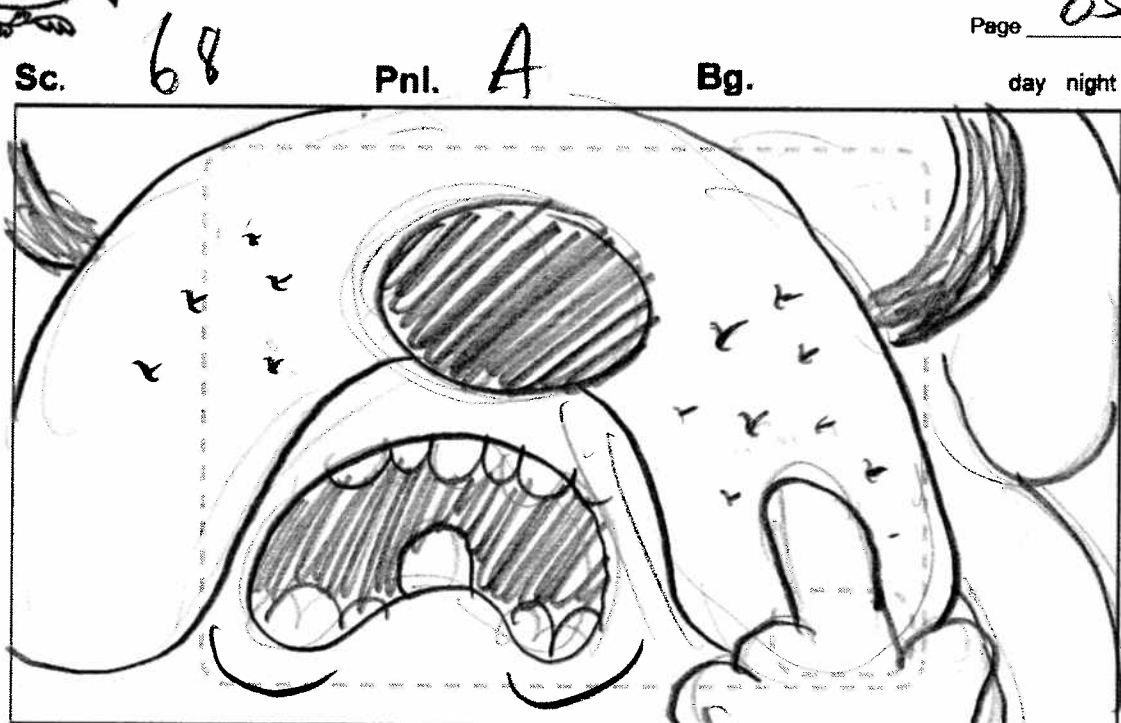
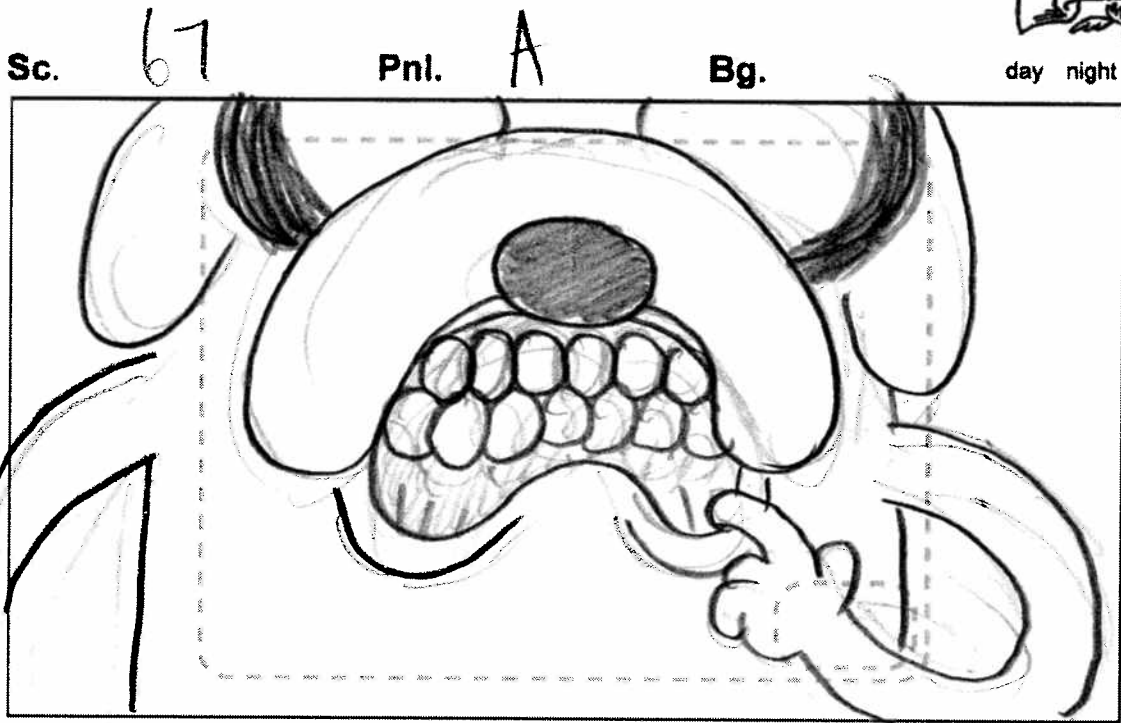
Dialog:	J: Hey! <u>Y'all</u> are the ones who are cute. <u>!!</u> look at your little cubes spinning above your heads!	J: <u>I'm</u> HOT! AND FOXY!
Action:	that's cute!!	Alt: I'm turbo handsome.
Timing:		

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	J: You see my bright shiny teeth?	J: And my rugged facial hair?
Action:		
Timing:		

EPISODE #

Production :

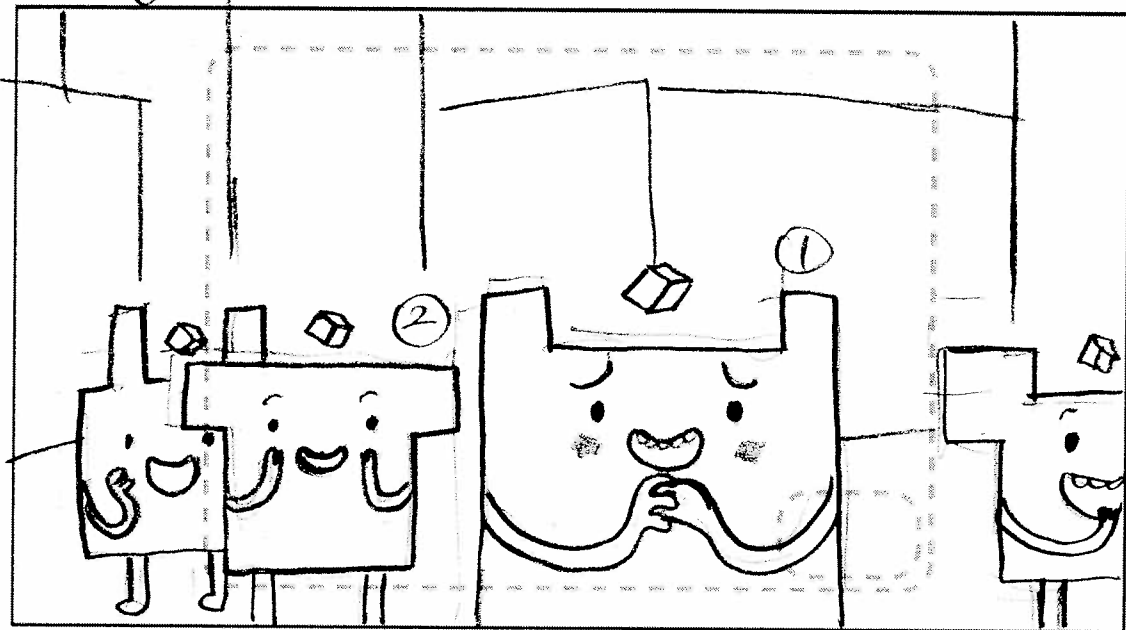
© 2009 This material is the property of The Curious Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

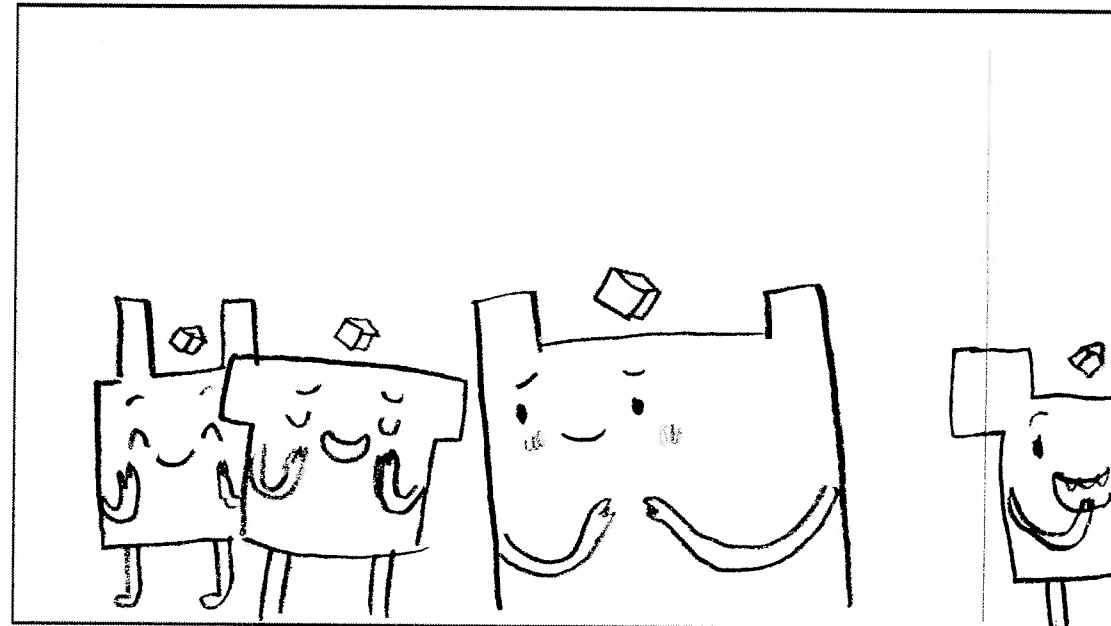


Page 86

Sc. 69 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	①: Awww... Look .. he's all mad...	②: Even cuter...
Action:		
Timing:		

EPISODE #

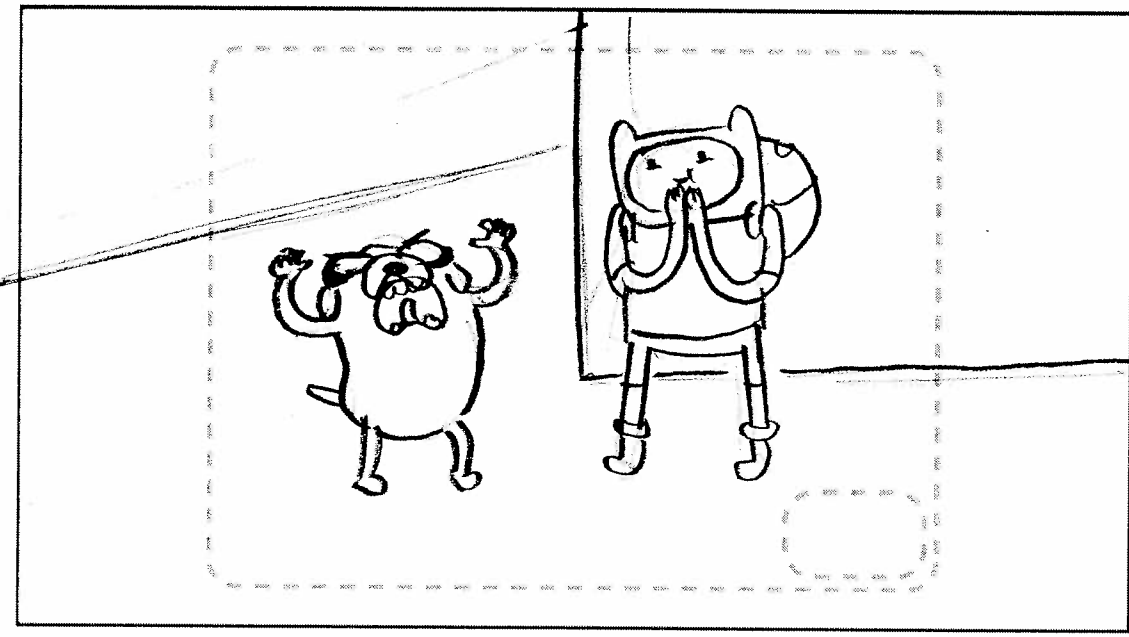
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Application or use in any manner, except for production purposes, and may not be sold or transferred.

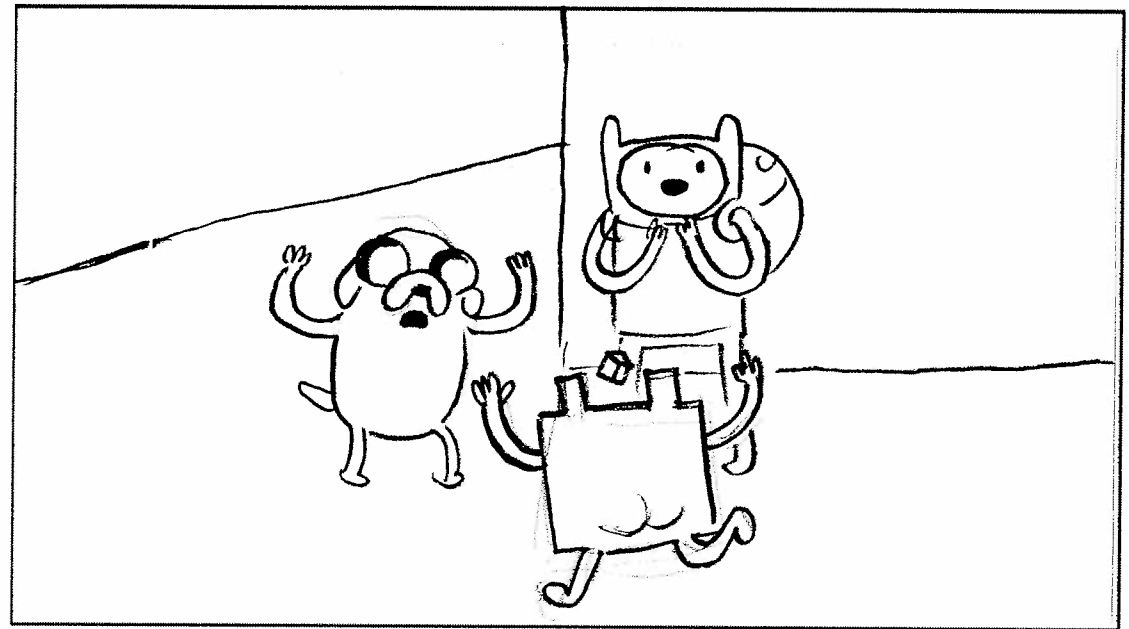
ADVENTURE TIME



Sc. 70 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night

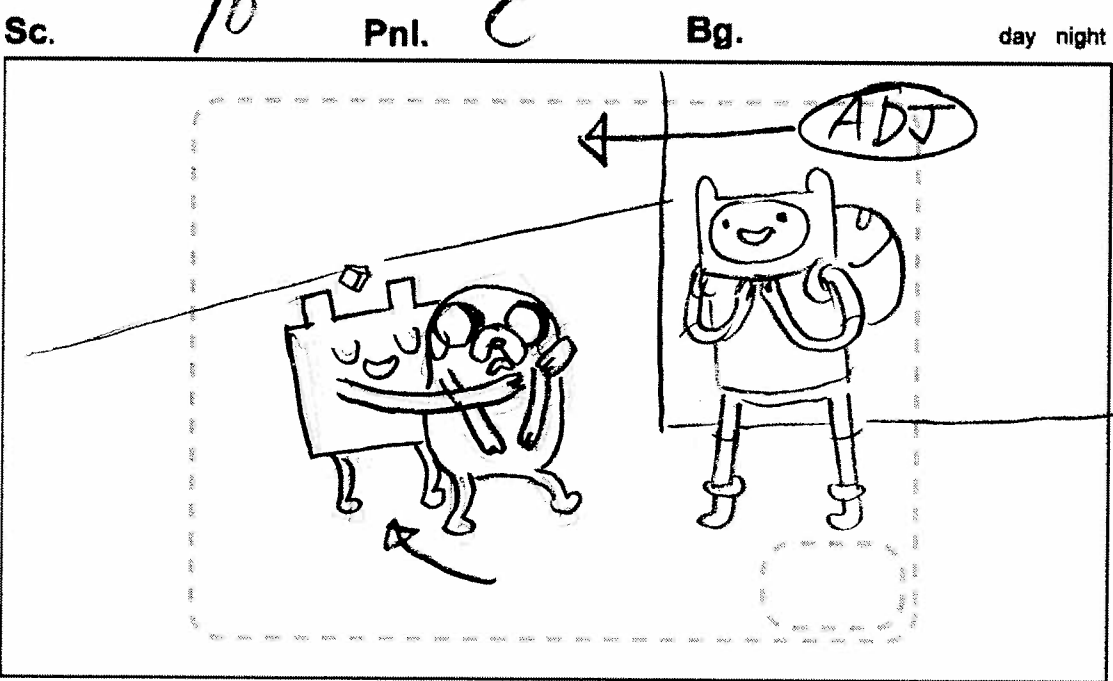
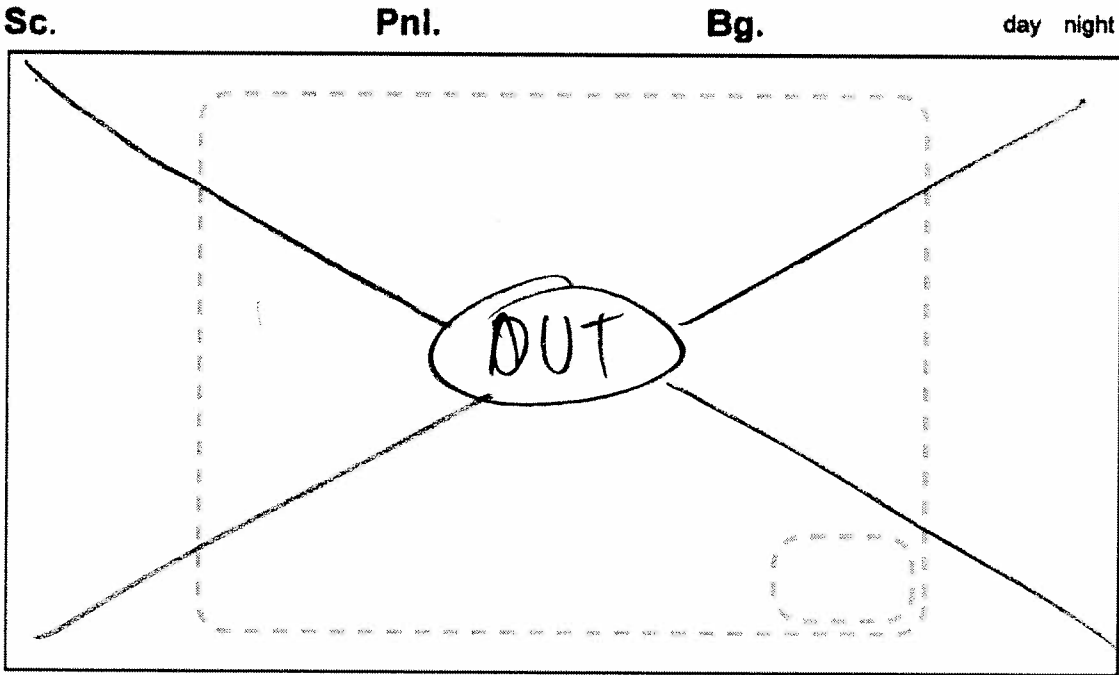


Dialog:	J: Ahh!!!	① so cute——!
Action:	(① runs toward Jake)	
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Dialog:

①: Awww... so cute..
so cute...

Action:

cube pets Jake.

Timing:

EPISODE #

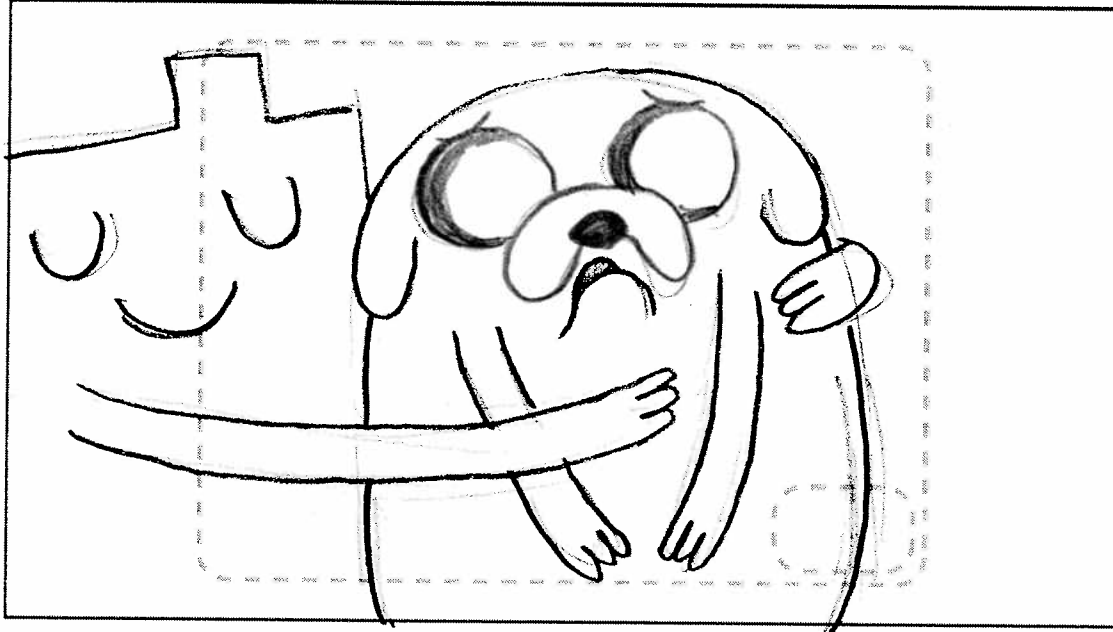
Production :

ADVENTURE TIME



Page 89

Sc. 71 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	J: I'm not cute...	J: mmm...
Action:	(cube pats Jake's belly.)	(Jake slowly closes his eyes)
Timing:		

EPISODE #

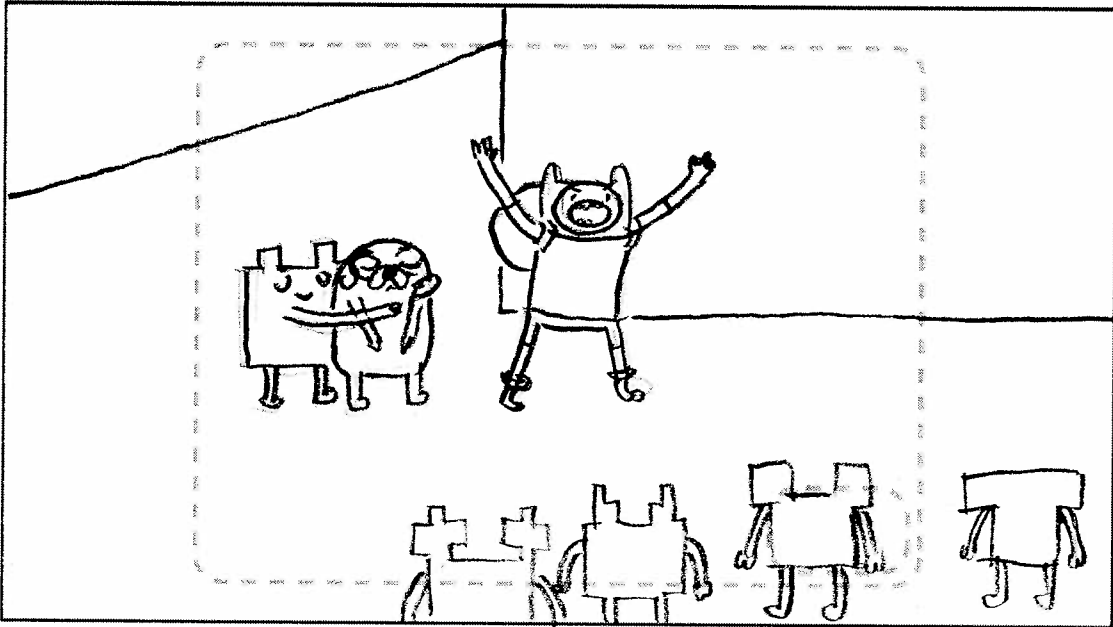
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Application as used in any manner, except for production purposes, and may not be sold or transferred.

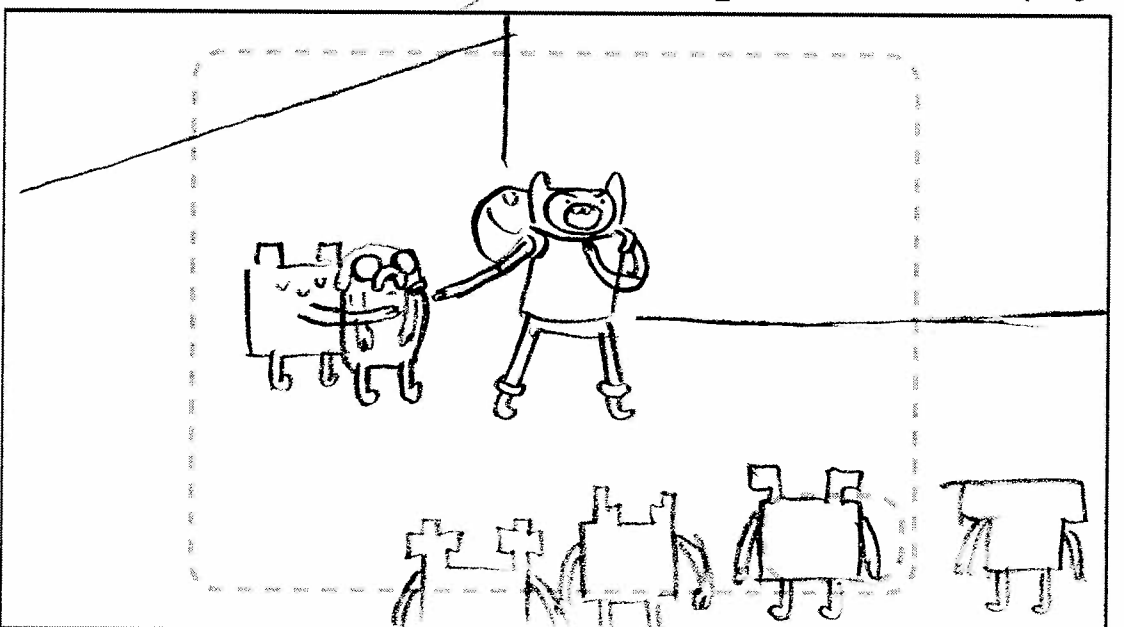
ADVENTURE TIME



Sc. 72 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	F: Everybody - We are also seeking for the Gut Grinder!	F: Me and my friend Jake will find it and slay it !!!
Action:		
Timing:		

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



91

Sc.

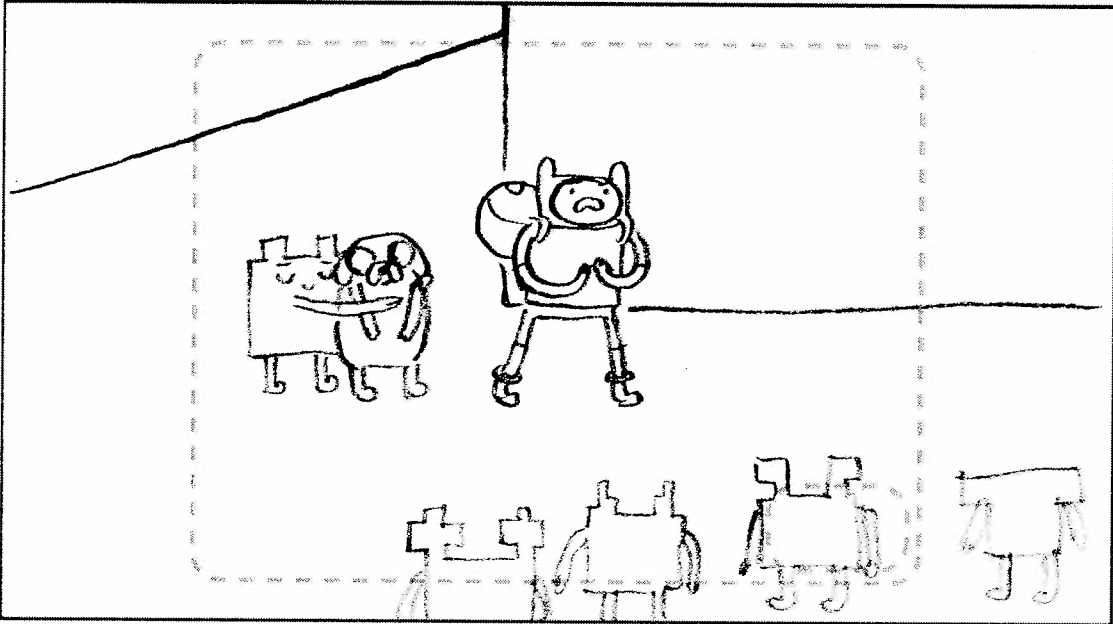
72

Pnl.

C

Bg.

day night



Sc.

73

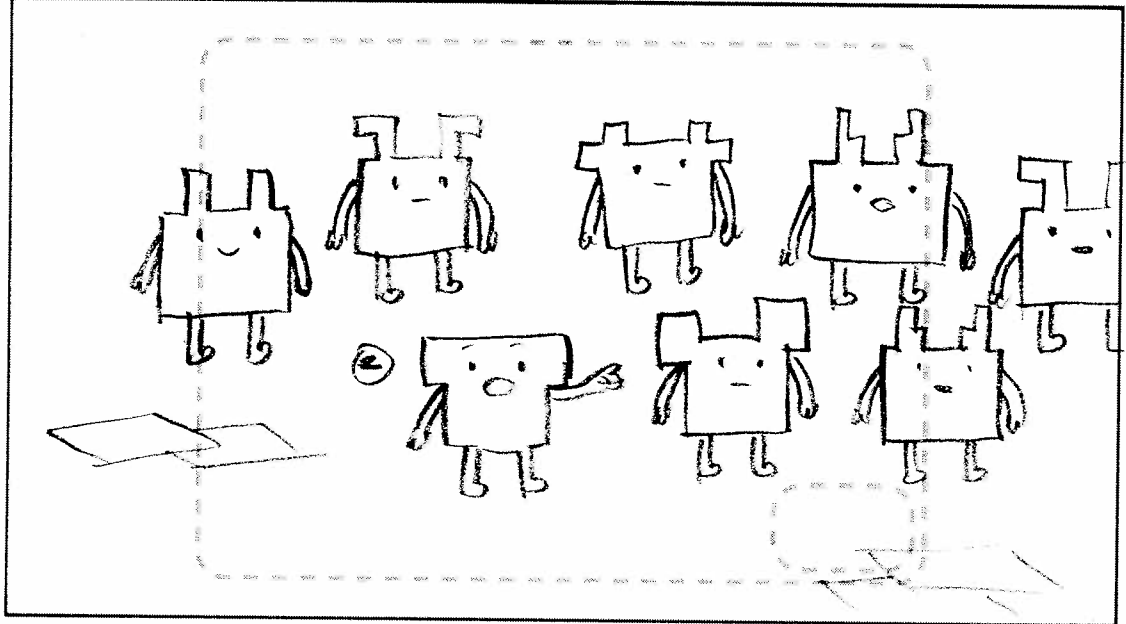
Pnl.

A

Bg.

Page

day night



Dialog:

F: Tell us what he looked like ..

F: Exactly like him, but bigger. .

Action:

Timing:

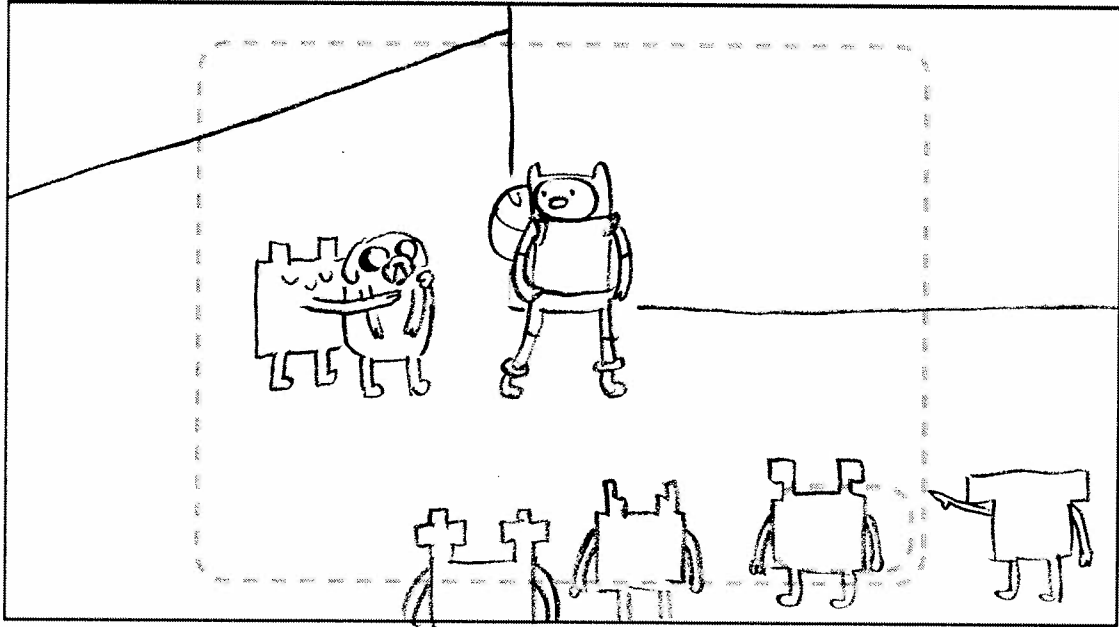
EPISODE #

Production :

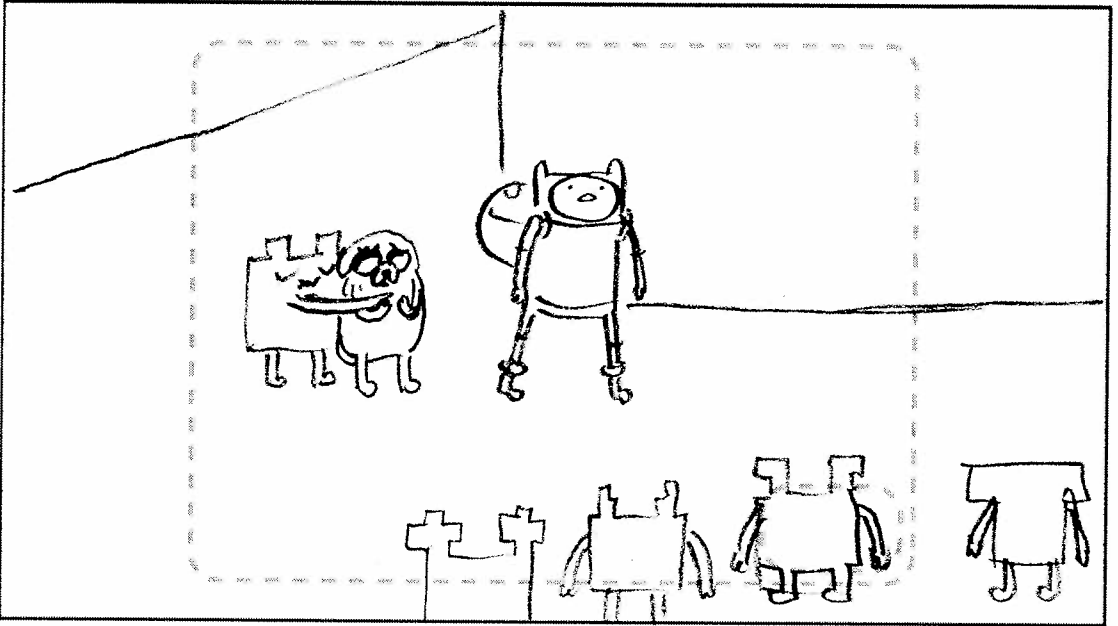
ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	F: Huh... That's weird..
Action:	(Jake look at his hands)
Timing:	

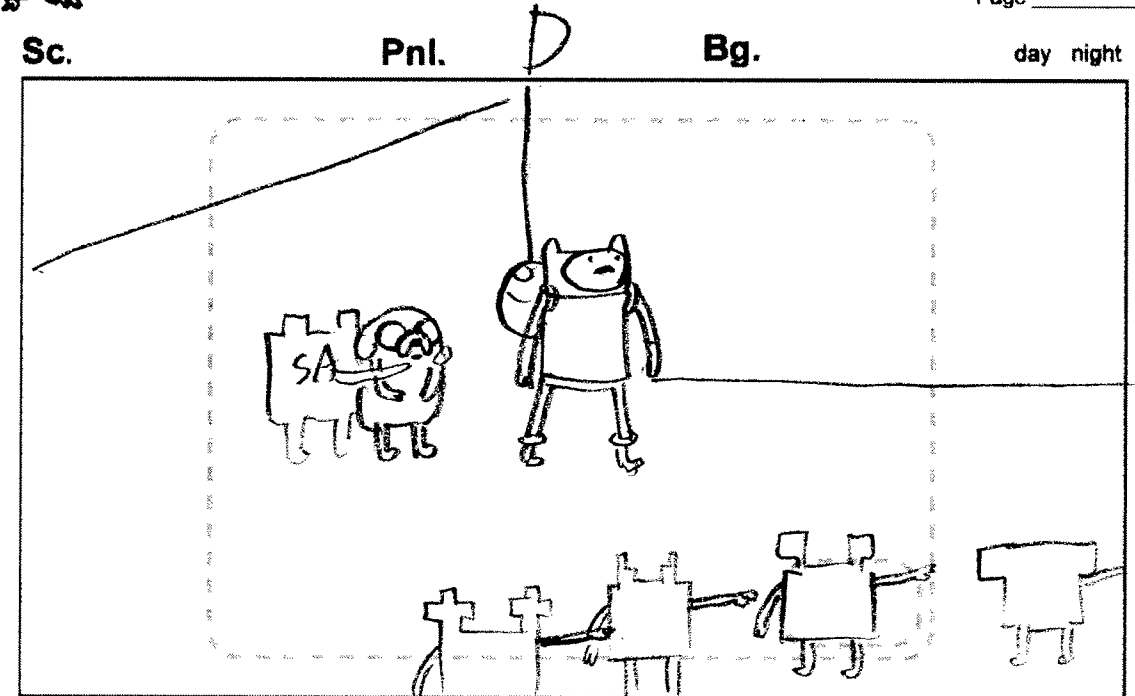
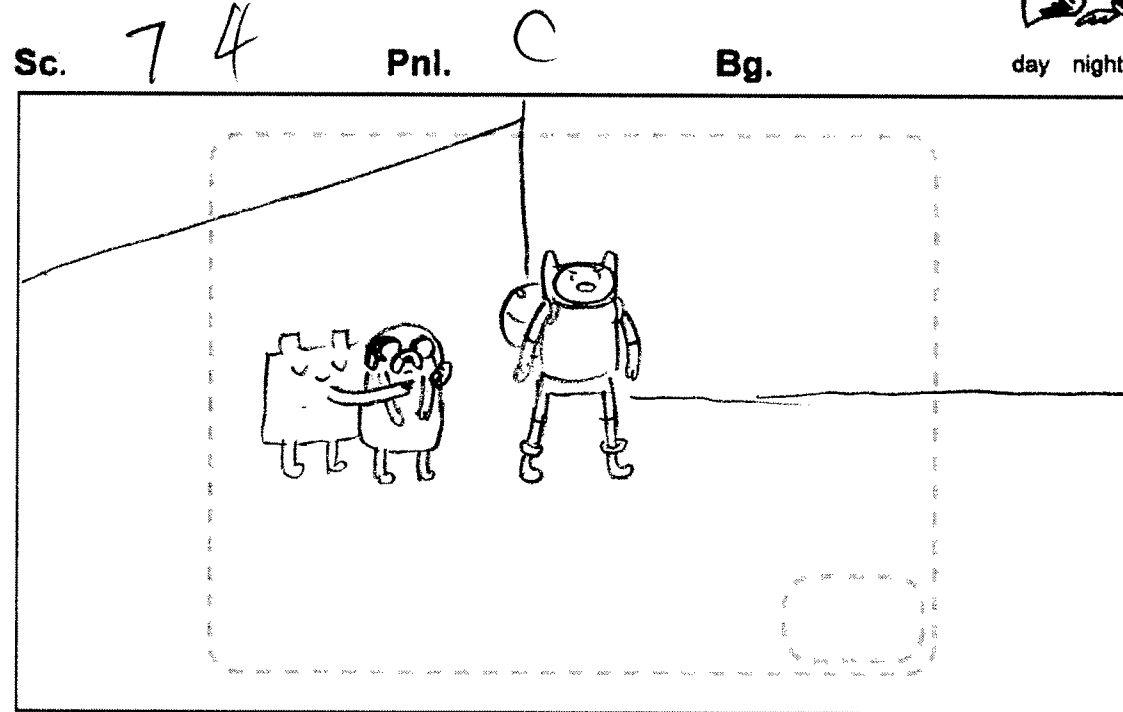
EPISODE #

Production :

ADVENTURE TIME



Page 93



Dialog:	<i>F: Which way did he go?</i>
Action:	<i>(villagers point to right)</i>
Timing:	

EPISODE #

Production :

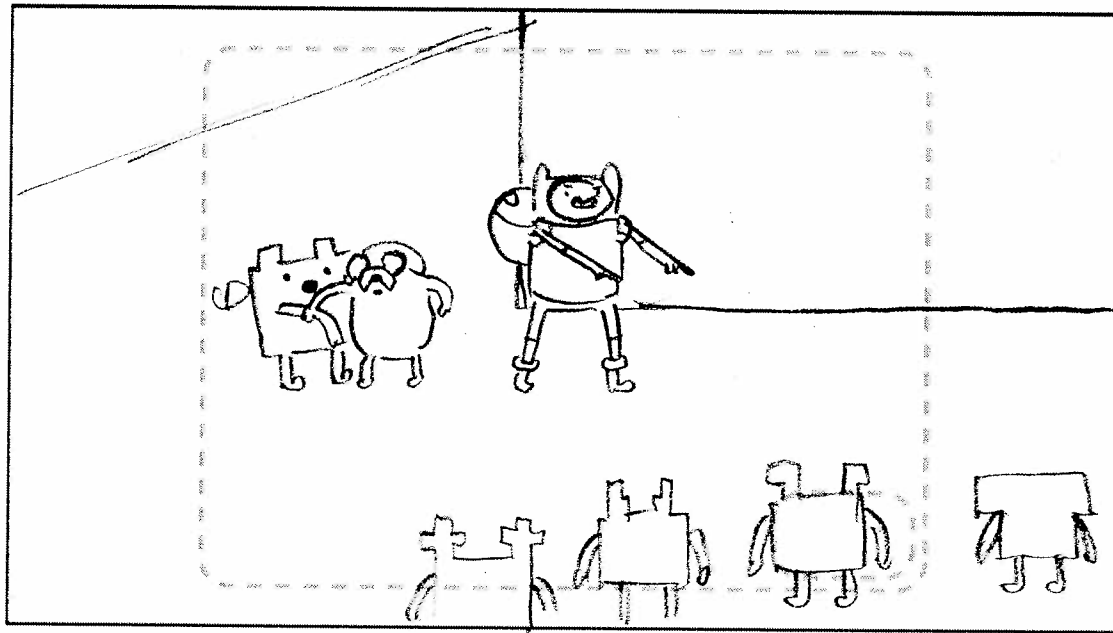
© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

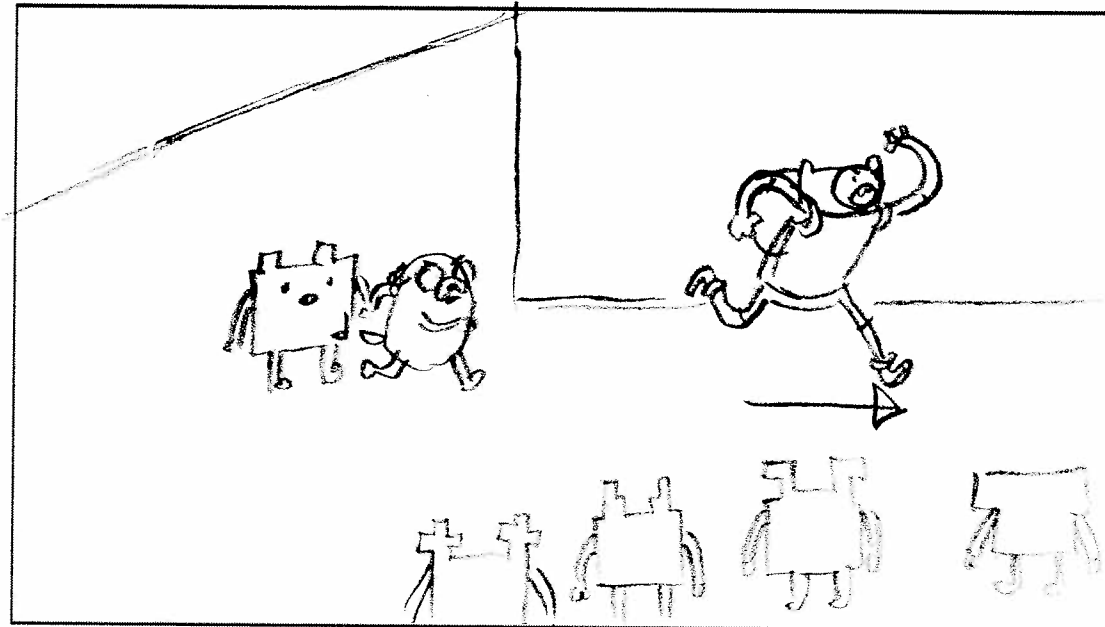


Page 94

Sc. 74 Pnl. E Bg. day night



Sc. Pnl. F Bg. day night



Dialog:	F: cool! thanks guys!	F: Let's go Jake...
Action:	(Jake carefully removes ①'s arms)	
Timing:		

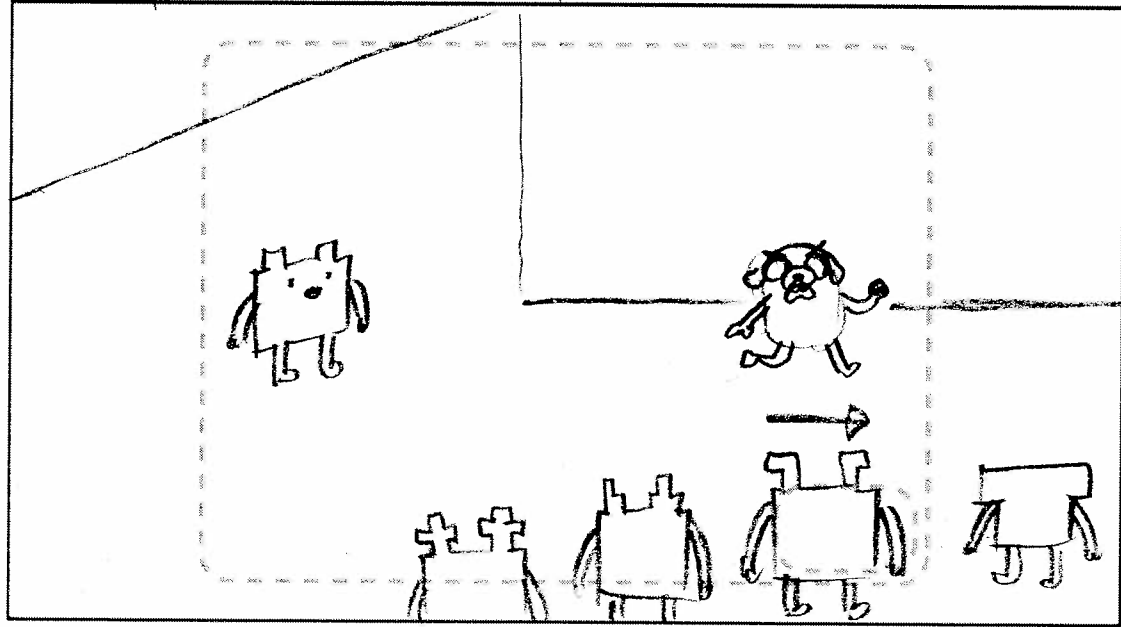
EPISODE #

Production :

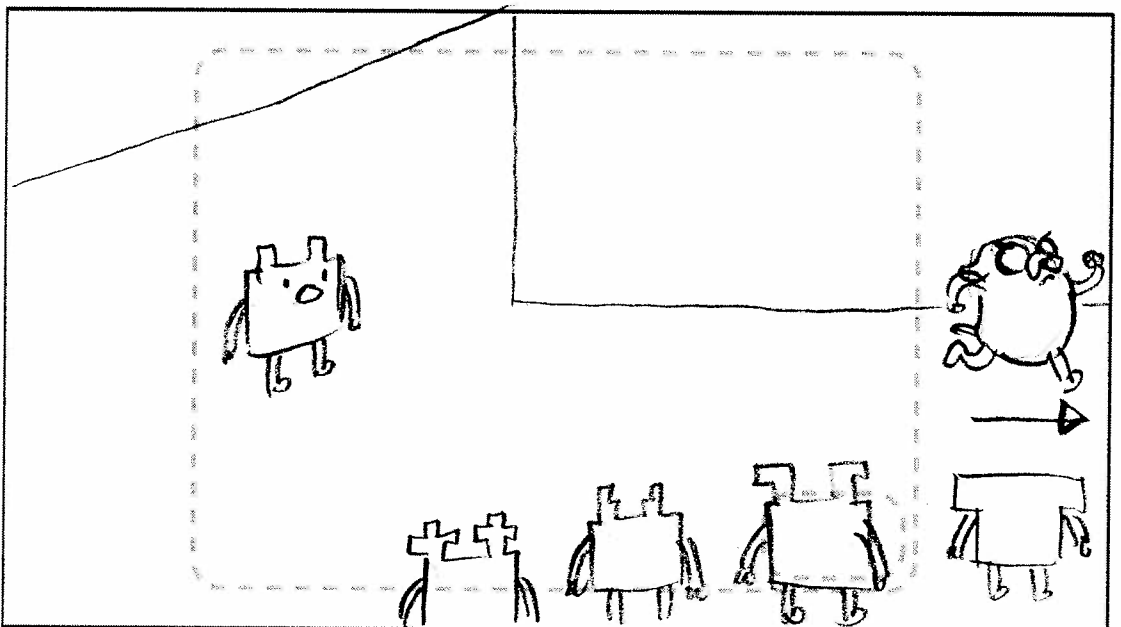
ADVENTURE TIME



Sc. 74 Pnl. G Bg. day night



Sc. Pnl. H Bg. day night



Dialog:
J: Don't call me cute..
I'll mess you up..
Action:
(Jake runs off screen)
Timing:

EPISODE #

Production :



Sc.	Pnl.	By.	day night	Sc.	Pnl.	Bg.	day night

Dialog:	① So... Hey man... I've been thinkin..	② what if... I am the got grinder.. (mark)
Action:		
Timing:		

EPISODE

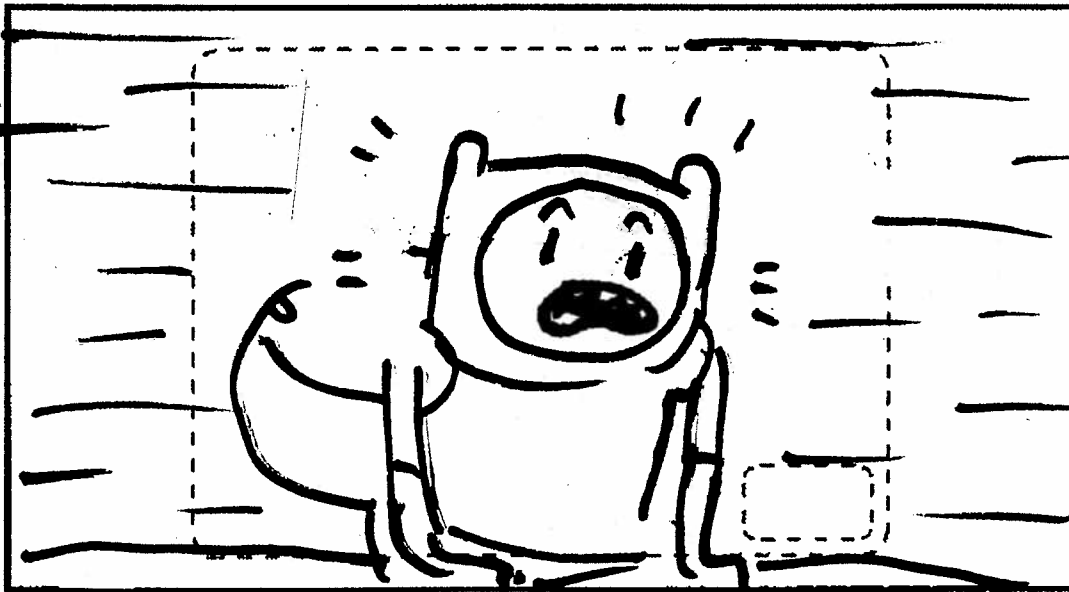
Production



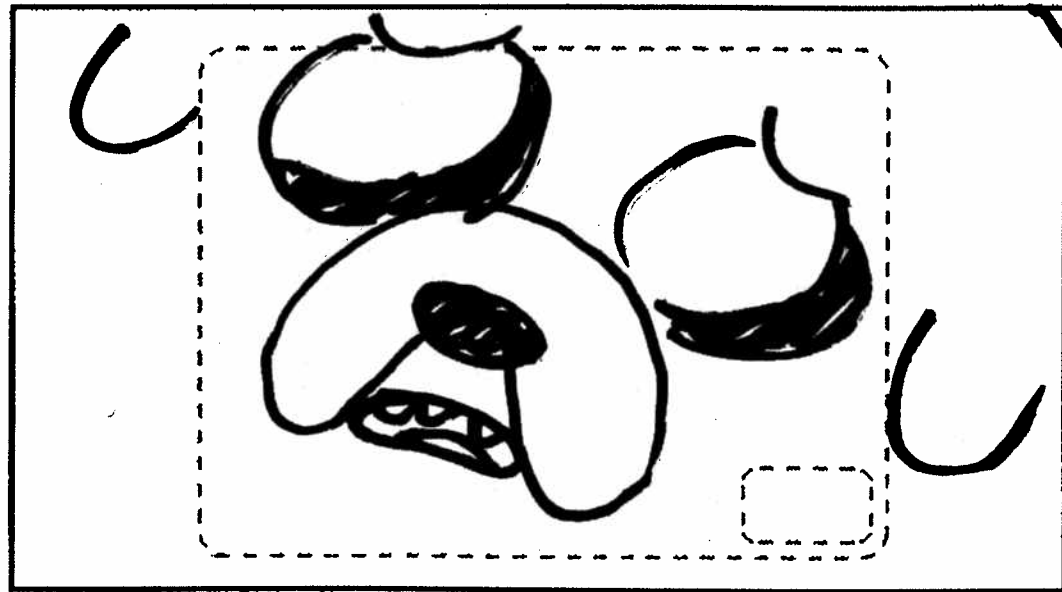
© 2000 ATF. All rights reserved. ATF is a registered trademark of the ATF. All other marks are the property of their respective owners. ATF is not responsible for any reproduction or use of this material without the express written permission of ATF.



Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night



Dialog:	(F) What!!	(3) What if.. I'm like sterling gold in my sleep..
Action:		
Timing:		

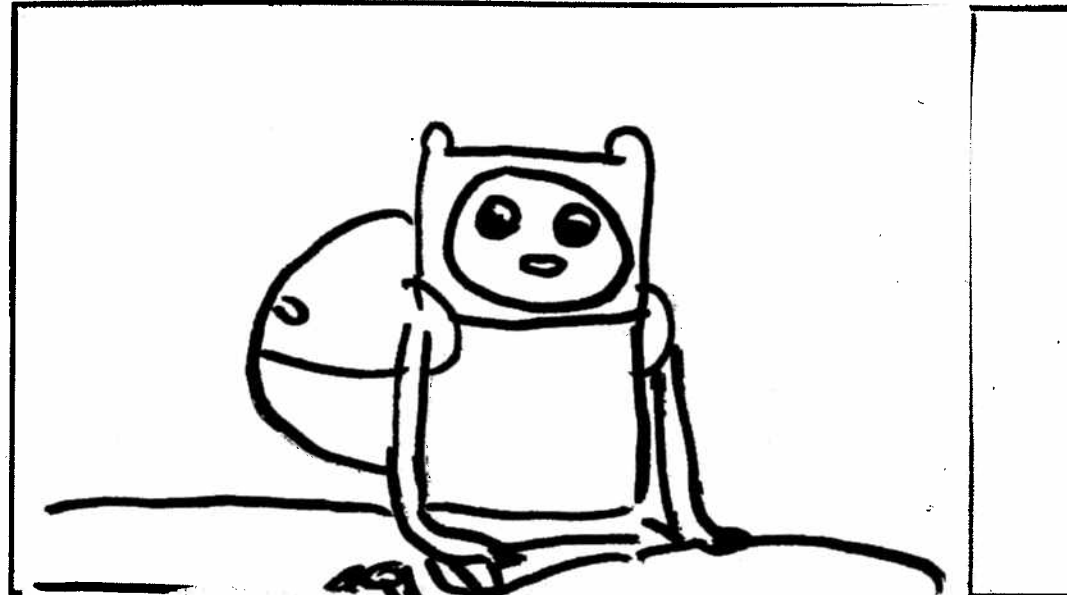
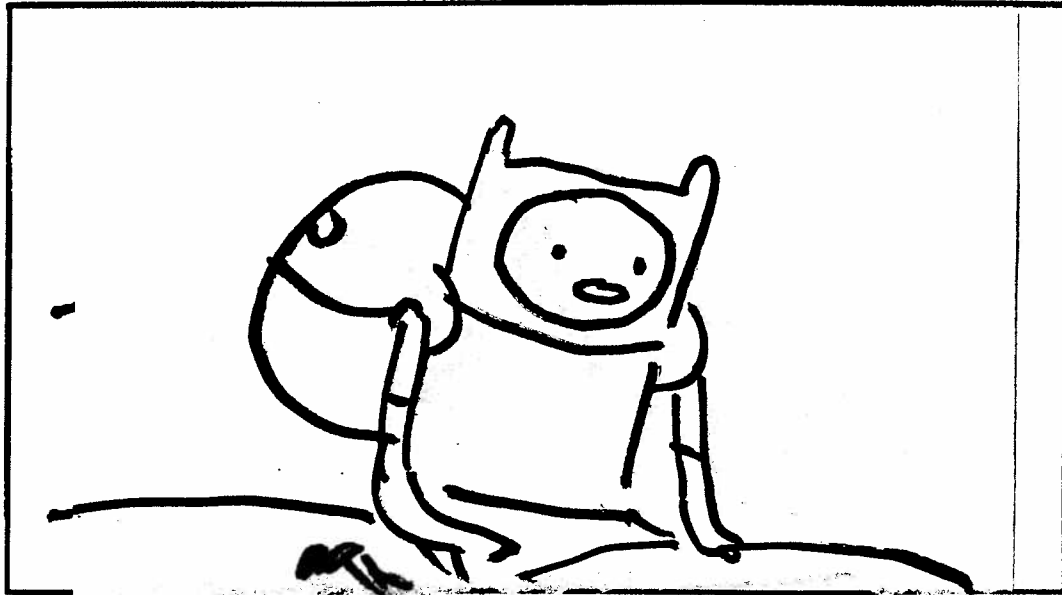
© 2005 Adventure Time. All rights reserved. This is a work of fiction. All characters and events are the property of the Cartoon Network, Inc. It is prohibited to use any part of this work for any purpose other than for personal or non-commercial use.

EPISODE #

Production :



Sc. Pnl. Pg. day night Sc. Pnl. Bg. day night



Dialog:

ⓕ You can't be stealing gold in your sleep.

ⓕ I watch you while you sleep.

Action:

Timing:

EPISODE

Production





Page 99

Sc.

Pnl.

By.

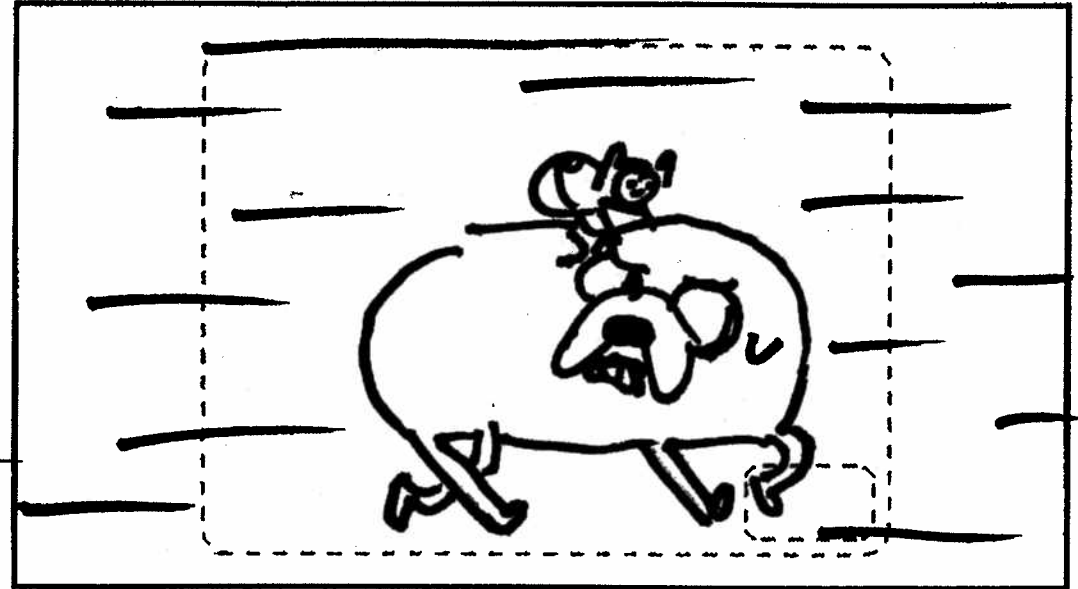
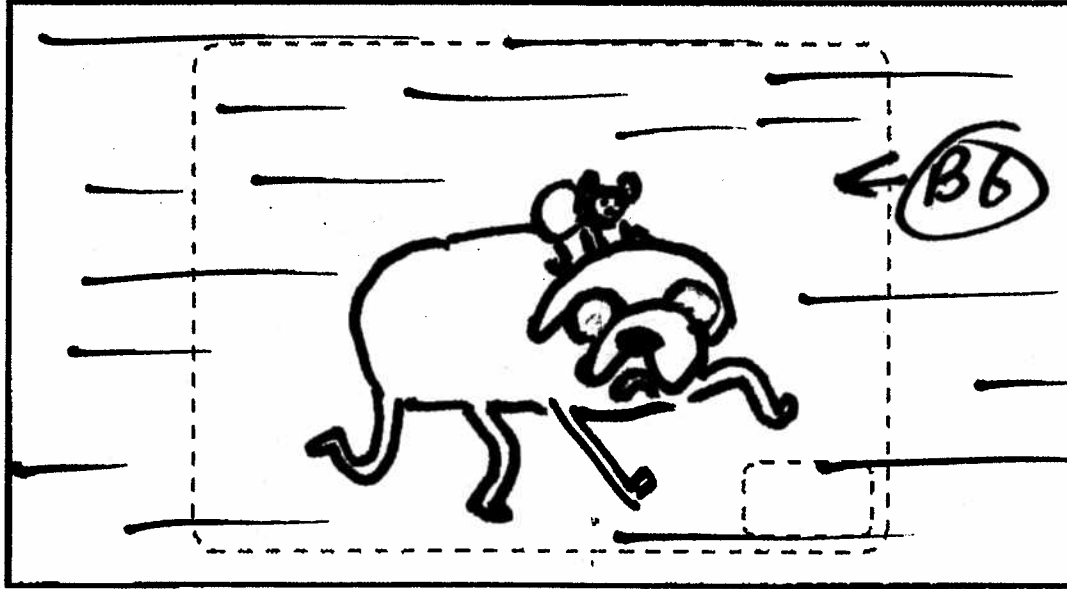
For

Sc.

Pnl.

Bg.

day night



Dialog:

①: who?!

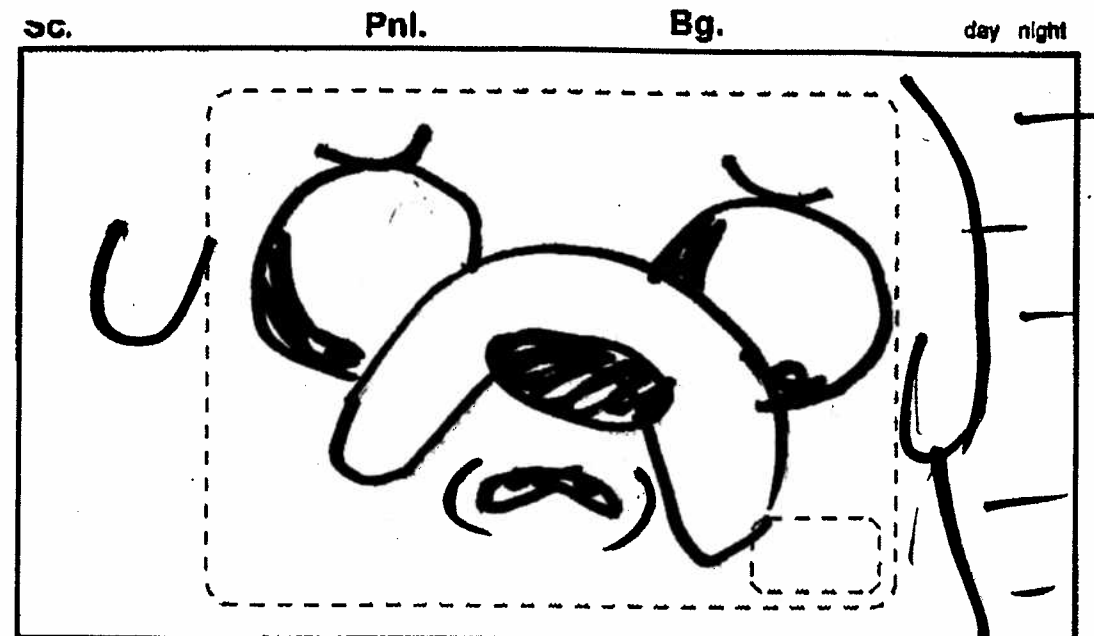
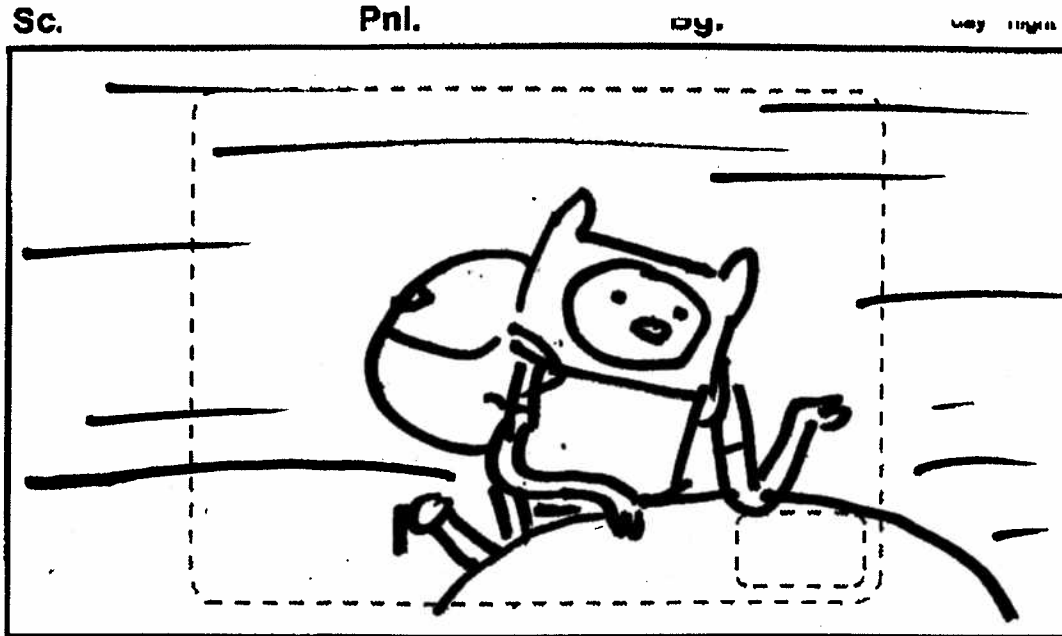
①: Yo Finn! That is
creepy man!!

Action:

Timing:

EPISODE #

Production :



EPISODE

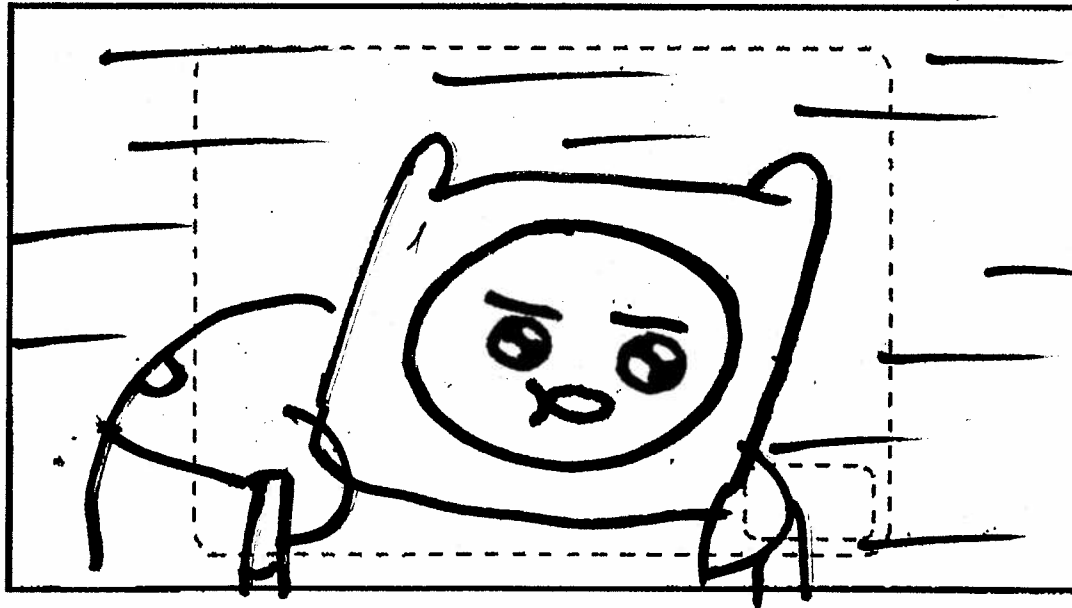
Dialog:	<p>① dude.. you're adorable when you sleep. I can't help it.</p> <p>② whsu?! well when do you sleep?!</p>
Action:	<p>I take pictures.</p>
Timing:	

Production

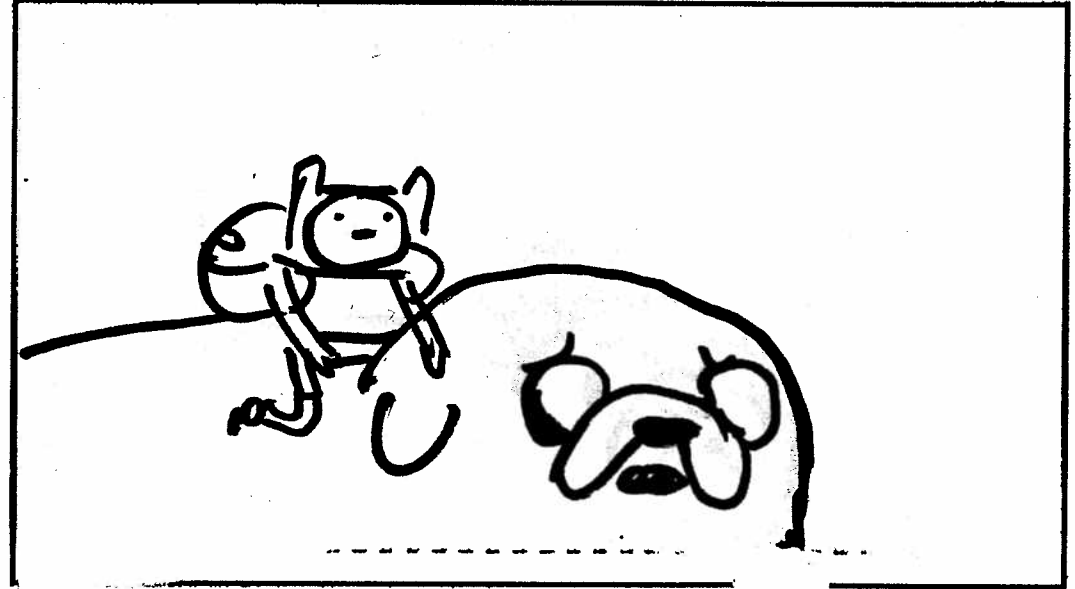




Sc. Pnl. pg. day night



Sc. Pnl. Bg. day night



Dialog:	<p>① <u>Justice never sleeps.</u></p>	<p>② There's gotta be a time when you're not watching me that I might be stealing gold unconsciously* cut off</p>
Action:		
Timing:		

© 2009 Cartoon Network, Inc. All rights reserved. This material is the property of Cartoon Network, Inc. It is unlawful to copy, reproduce, or use in any way without the written permission of Cartoon Network, Inc. and may not be used or transferred.

EPISODE #

Production :

ADVENTURE TIME



Sc.

77

Pnl.

H

Bg.

day night

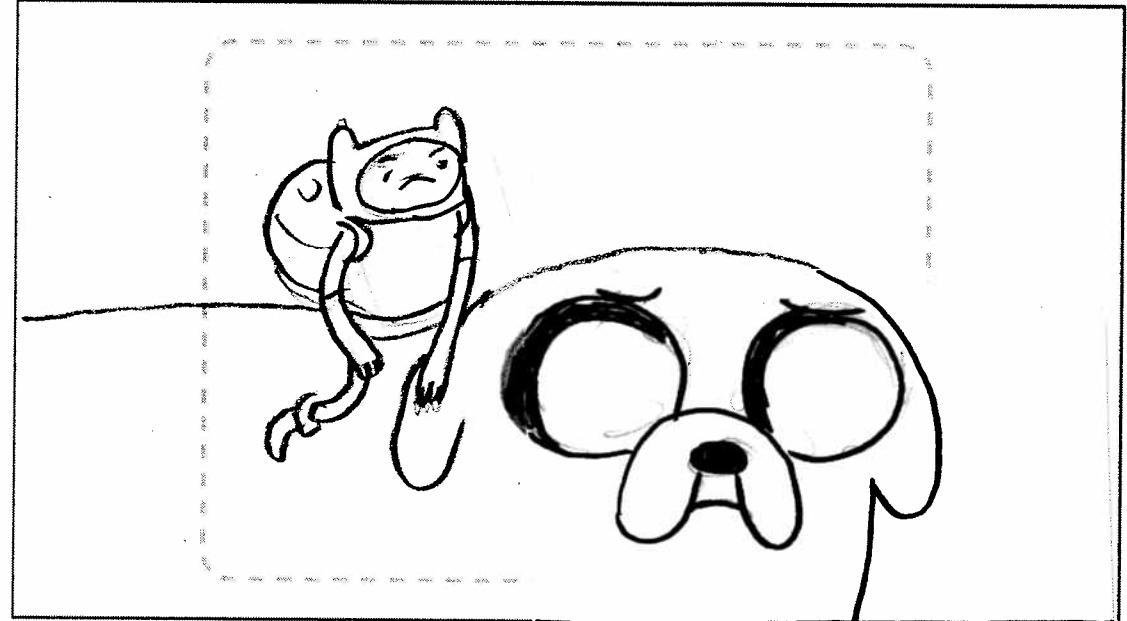
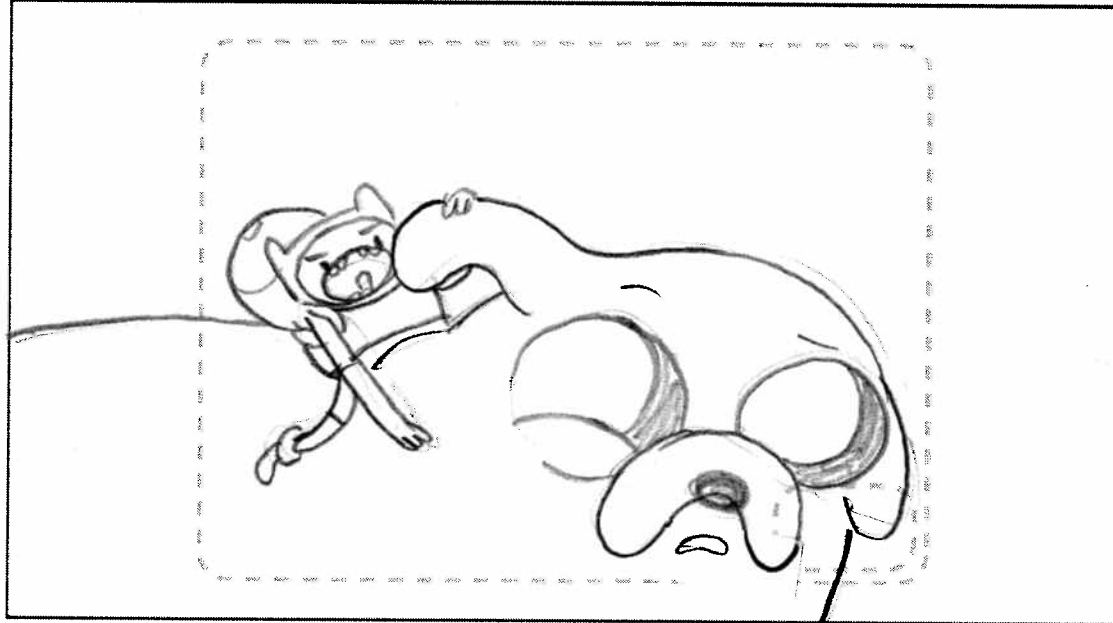
Sc.

Pnl.

I

Bg.

Page 105
day night



Dialog:

F: YOU! ARE! NOT! THE!
GUT Grinder!

J: mmm

Action:

Timing:

EPISODE #

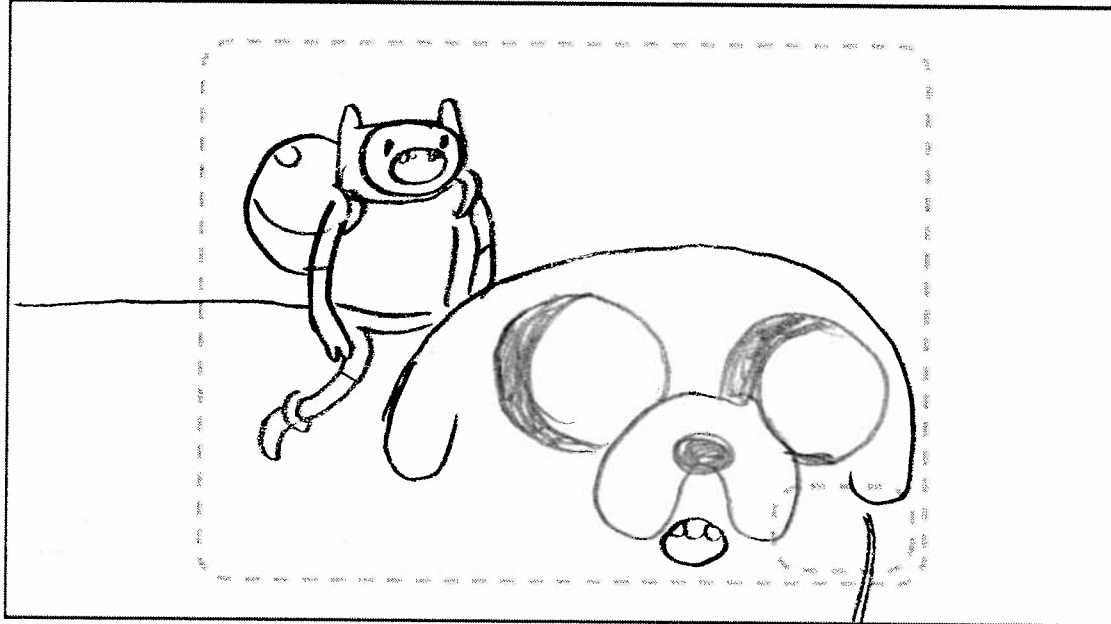
Production :

ADVENTURE TIME

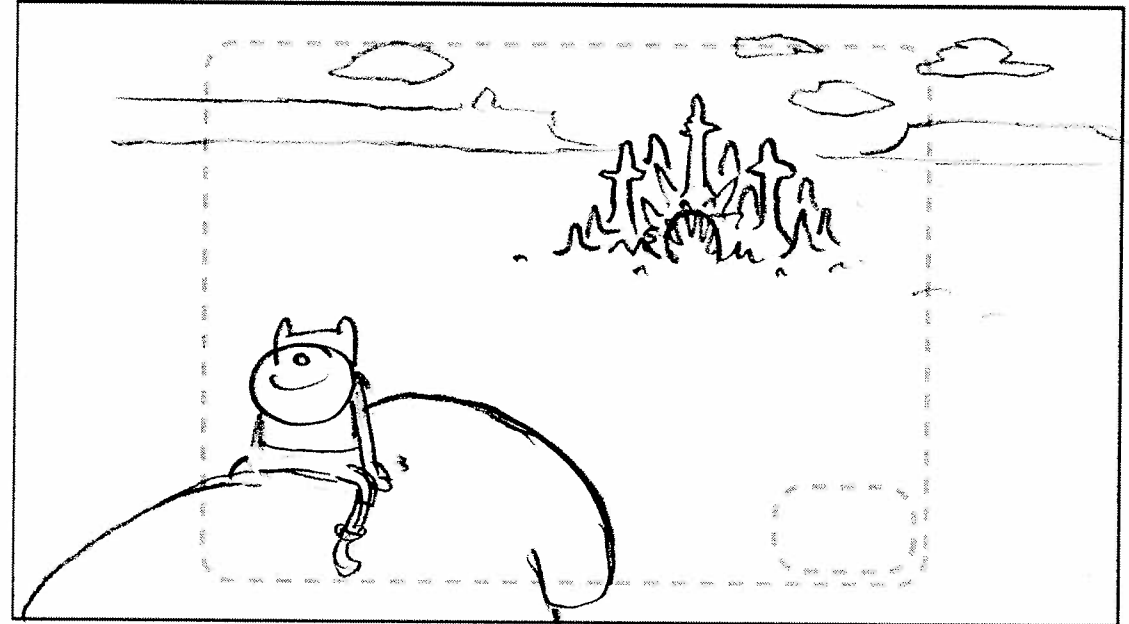


Page 106

Sc. 77 Pnl. J Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:

"Alarm"
ALARM: "City in danger City in danger-!)"

Action:

(Alarm goes off)

Timing:

EPISODE #

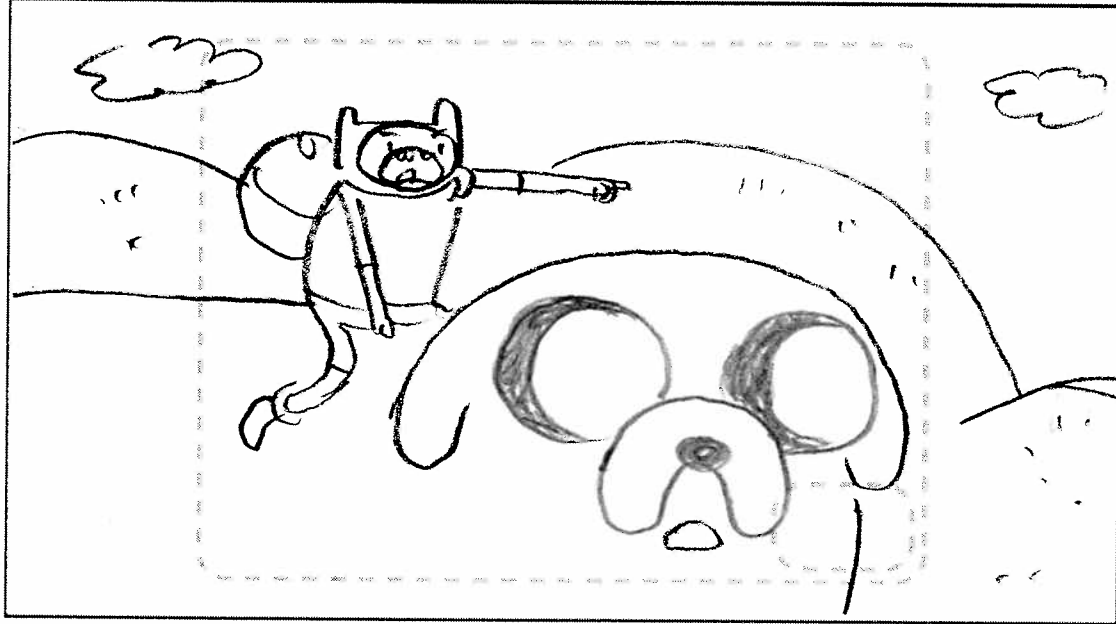
Production :

ADVENTURE TIME

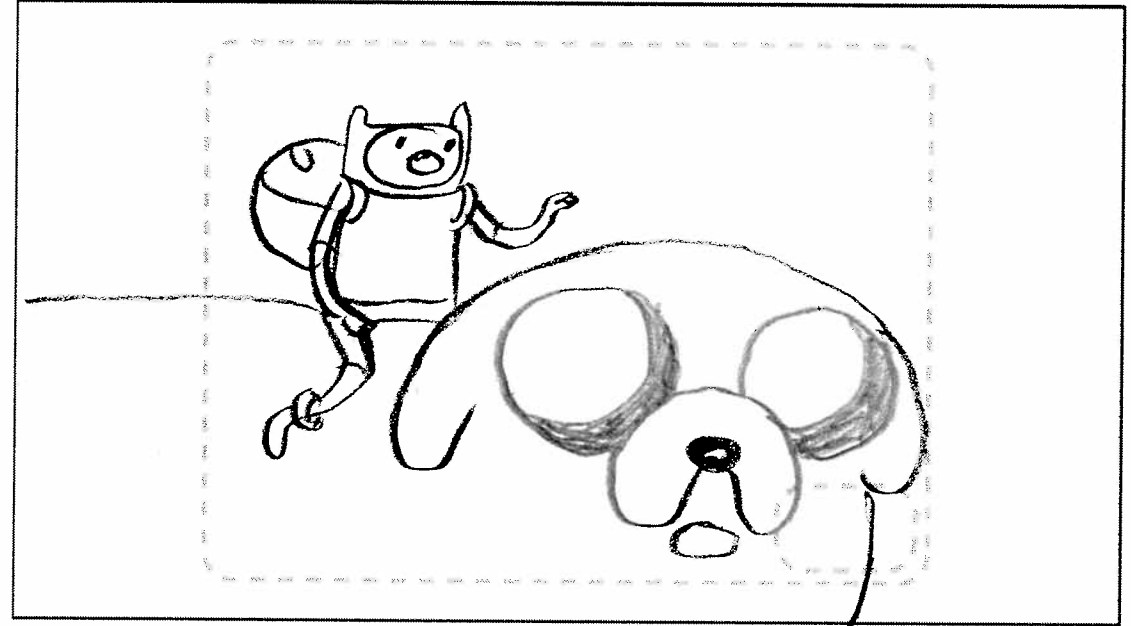


Page 107

Sc. 79 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	F: It's coming from that village! Let's go!!	F: Oh wait... what if these guys think you're the Gut Grinder?
Action:	(alarm continues)	
Timing:		

EPISODE #

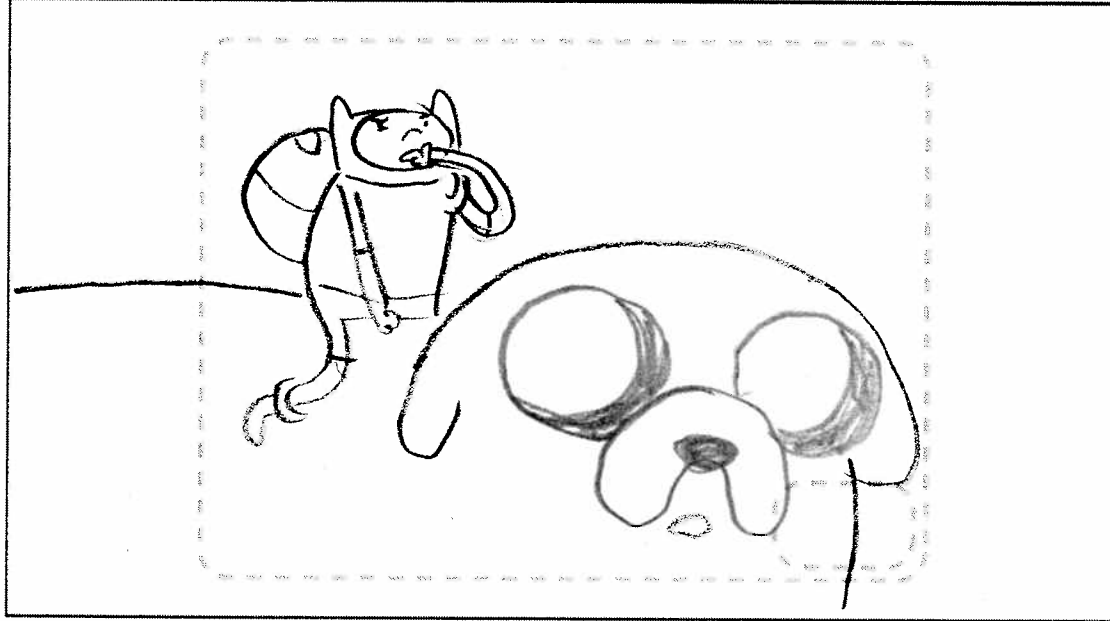
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

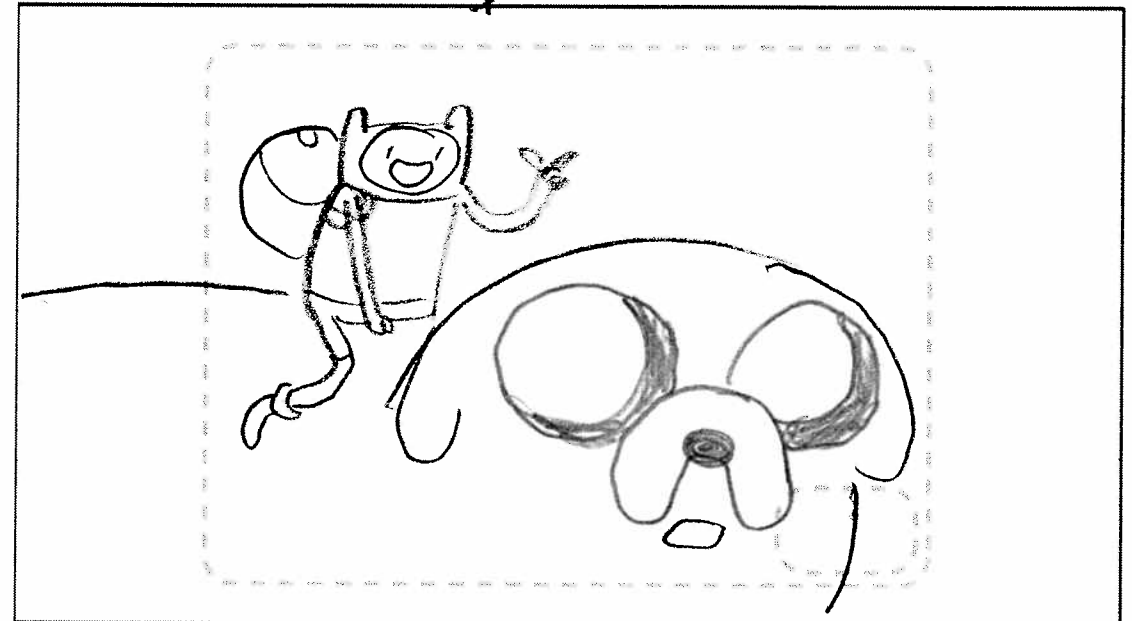
ADVENTURE TIME



Sc. 79 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	F: Hmm ...	F: Ahah! "Snap"
Action:	(Finn snaps fingers)	
Timing:		

EPISODE #

Production :

ADVENTURE TIME

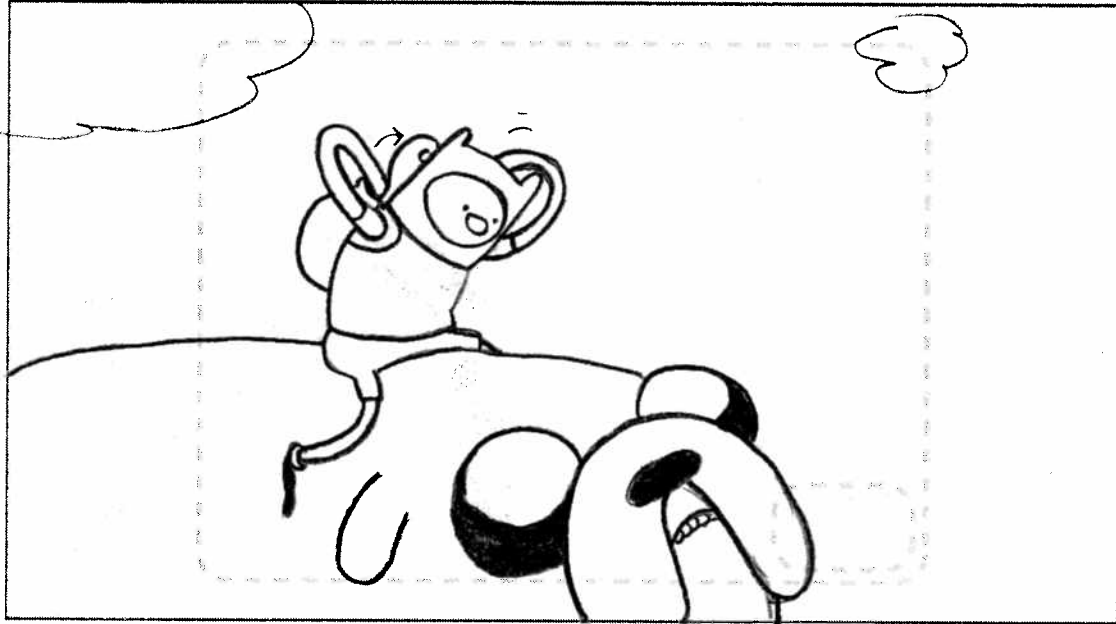


Sc. 79

Pnl. C

Bg.

day night

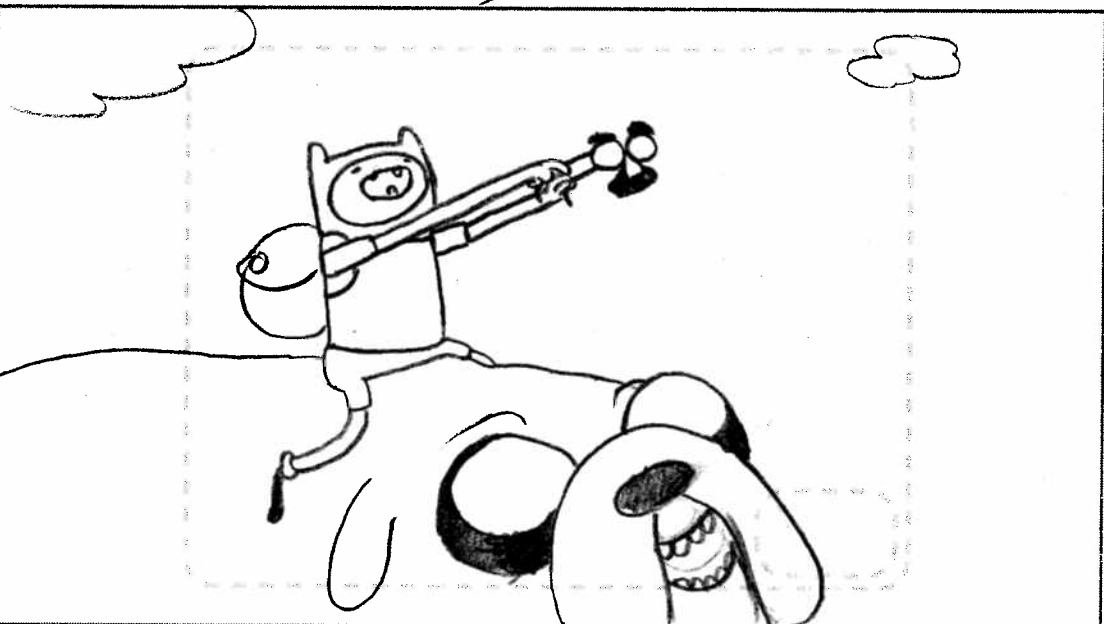


Sc.

Pnl. D

Bg.

day night



Dialog:

F Got the perfect thing for ya

F Groucho Glasses!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



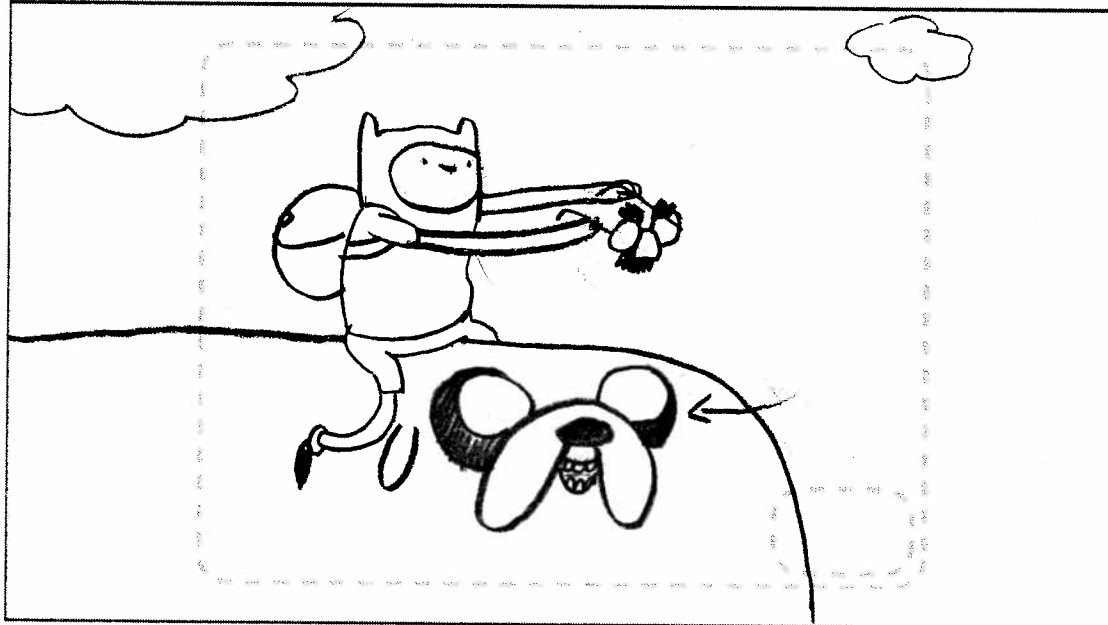
Page 110

Sc. 79

Pnl. E

Bg.

day night

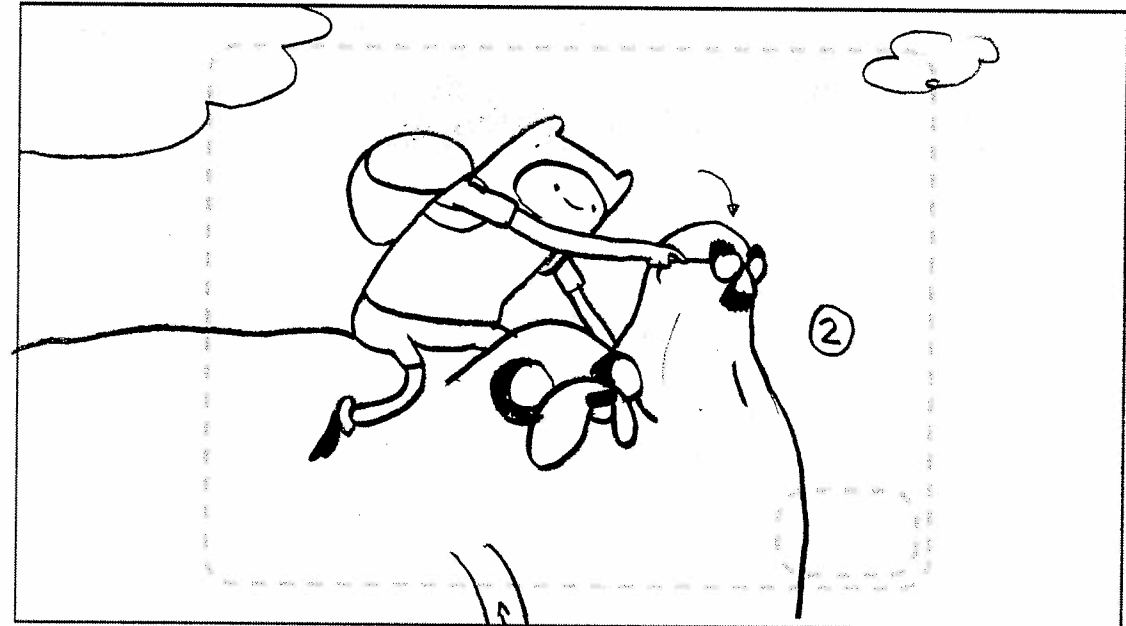


Sc.

Pnl. F

Bg.

day night



Dialog:

J

he-e-y! One size fits all!

Action:

Jake's facial features
Shrink & move to the side

Timing:



1 Jake grows a bump
2 Finn puts Groucho glasses
on Jake's bump
Jake's head grows out
of his back

EPISODE #

Production :

ADVENTURE TIME

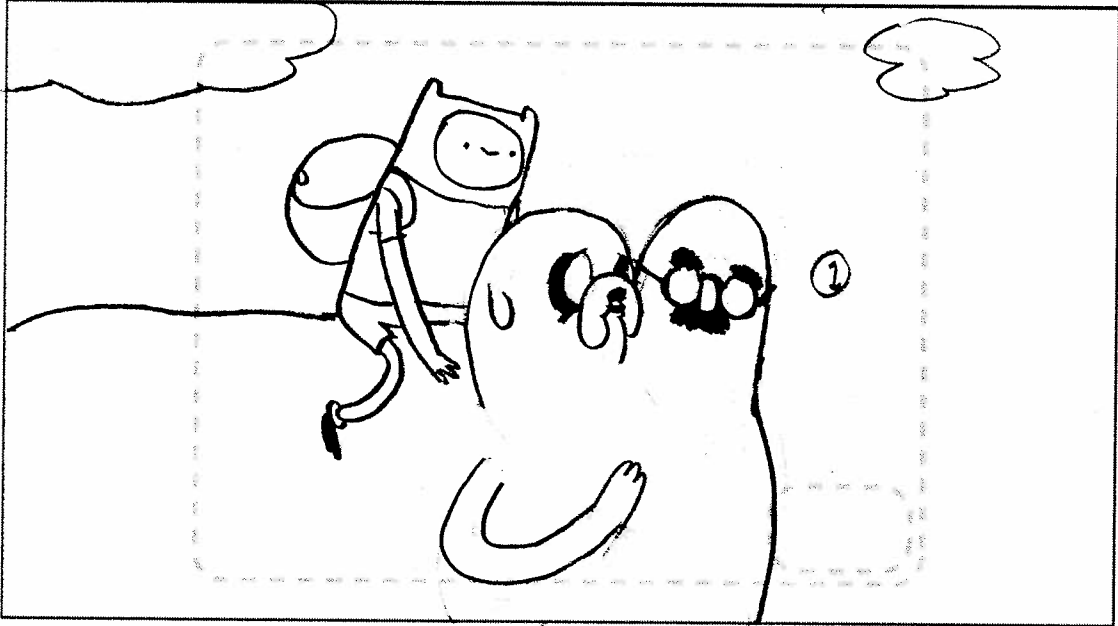


Sc. 79

Pnl. G

Bg.

day night

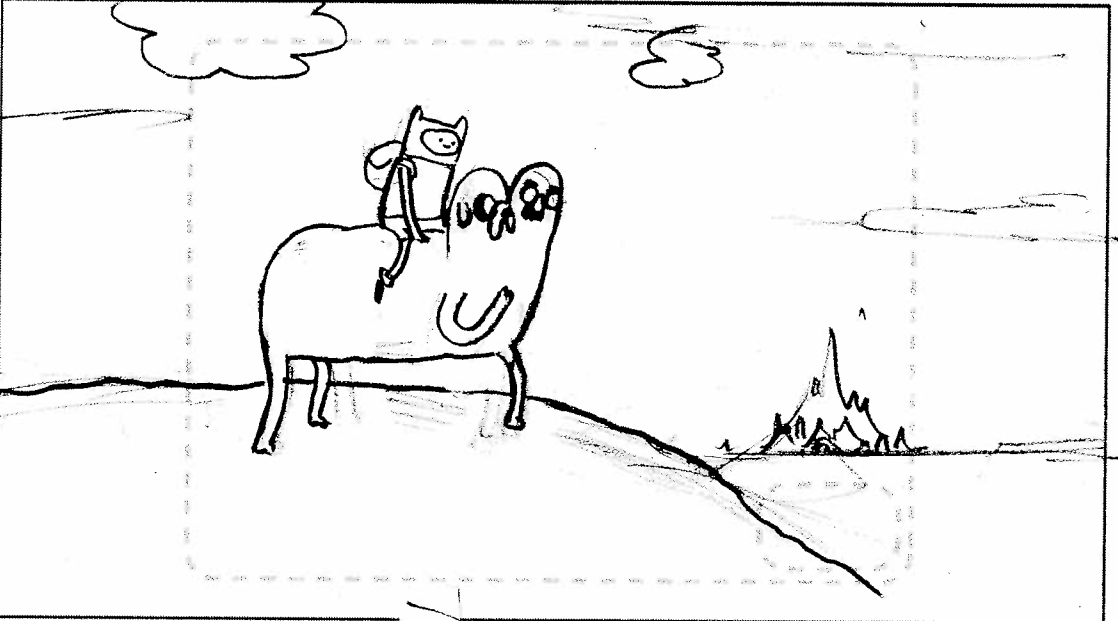


Sc. 80

Pnl. A

Bg.

day night



Dialog:

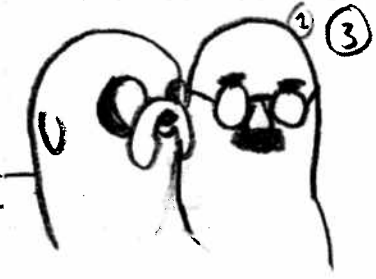
J: ① I love it!

② *Kiss*

Action:

Jake kisses & hugs his Groucho bump

Timing:



② J

You be the head

3 J

I'll be the chest!



EPISODE #

Production :

ADVENTURE TIME



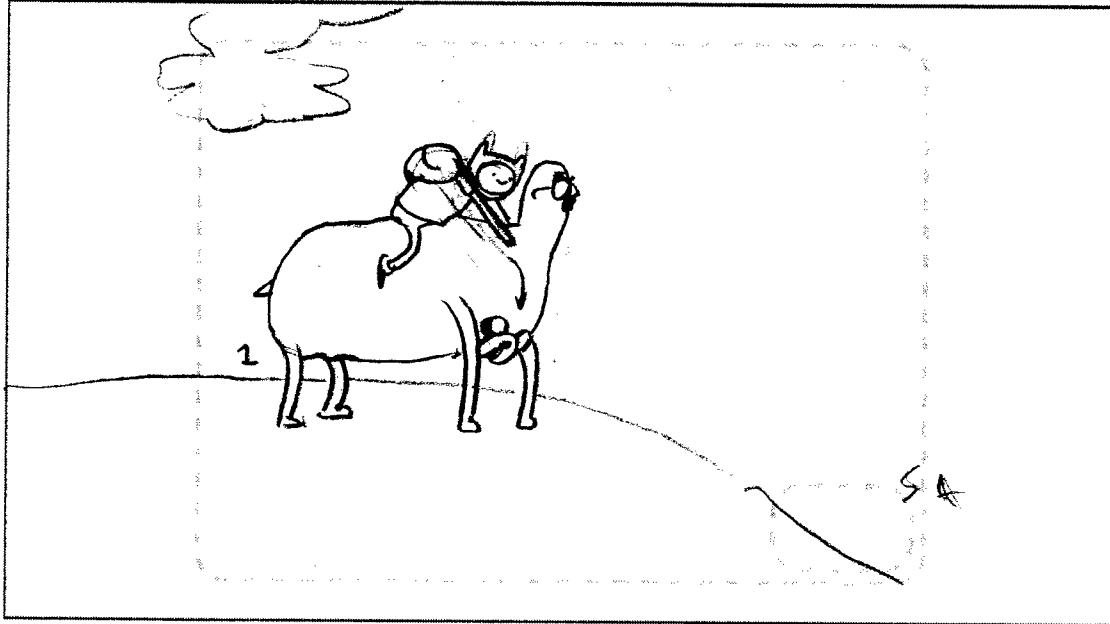
Page 112

Sc. 80

Pnl. 8

Bg.

day night

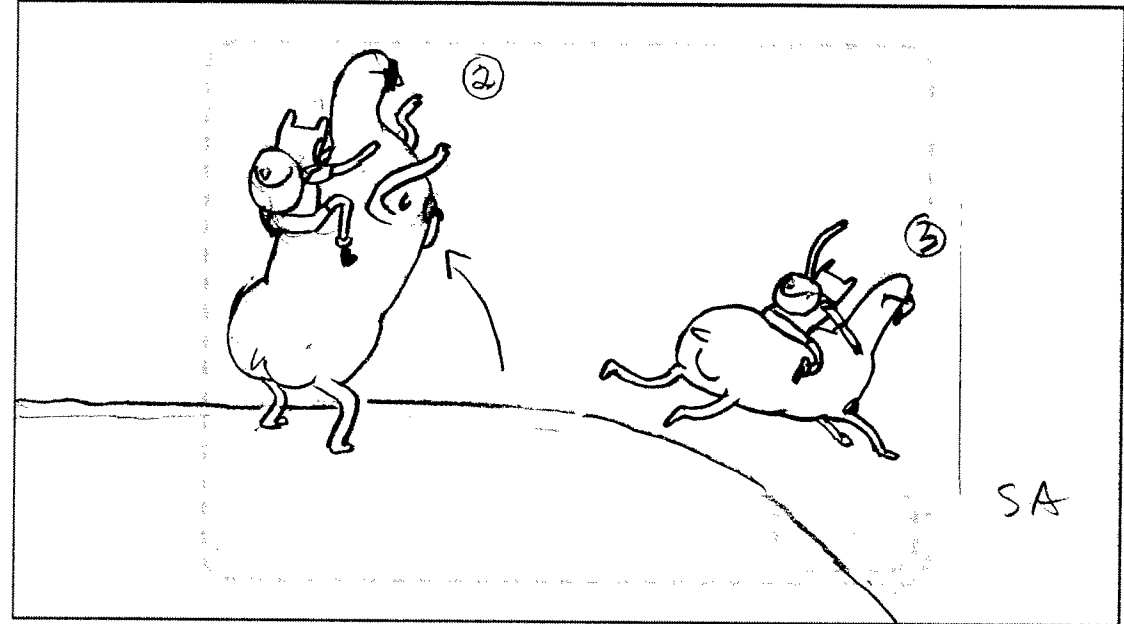


Sc. 80

Pnl. C

Bg.

day night



Dialog: (J) Launch in 3.. 2.. onneee!!

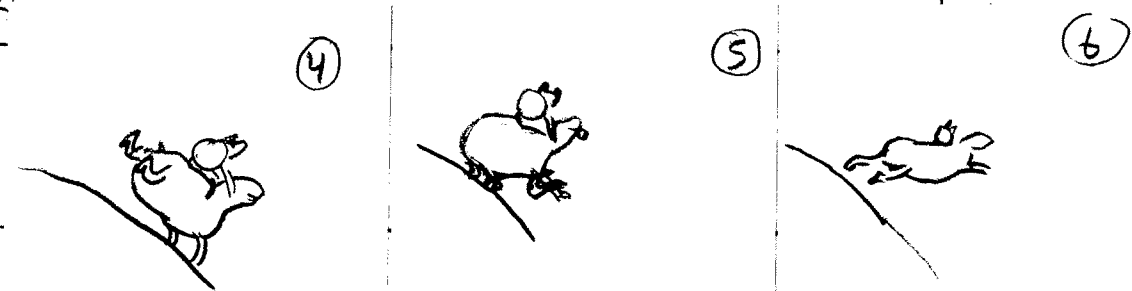
Action: Jake's face bump sinks into his back & his features slide down to his chest.



(F) 2 woaaa! yeah!

J rears up and leaps OS

Timing:



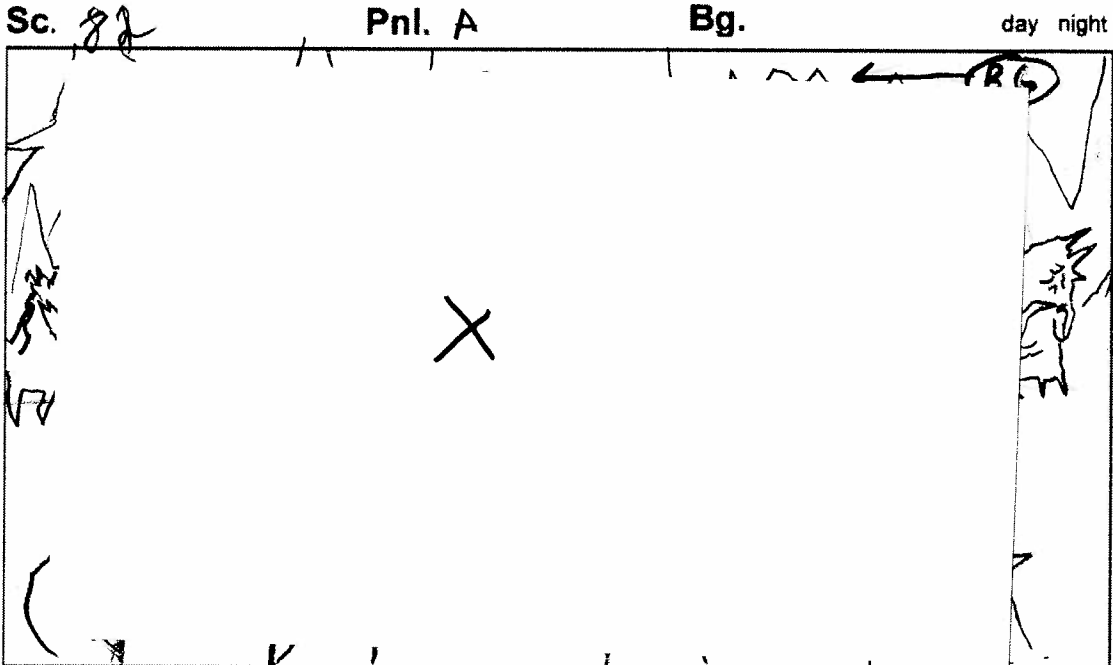
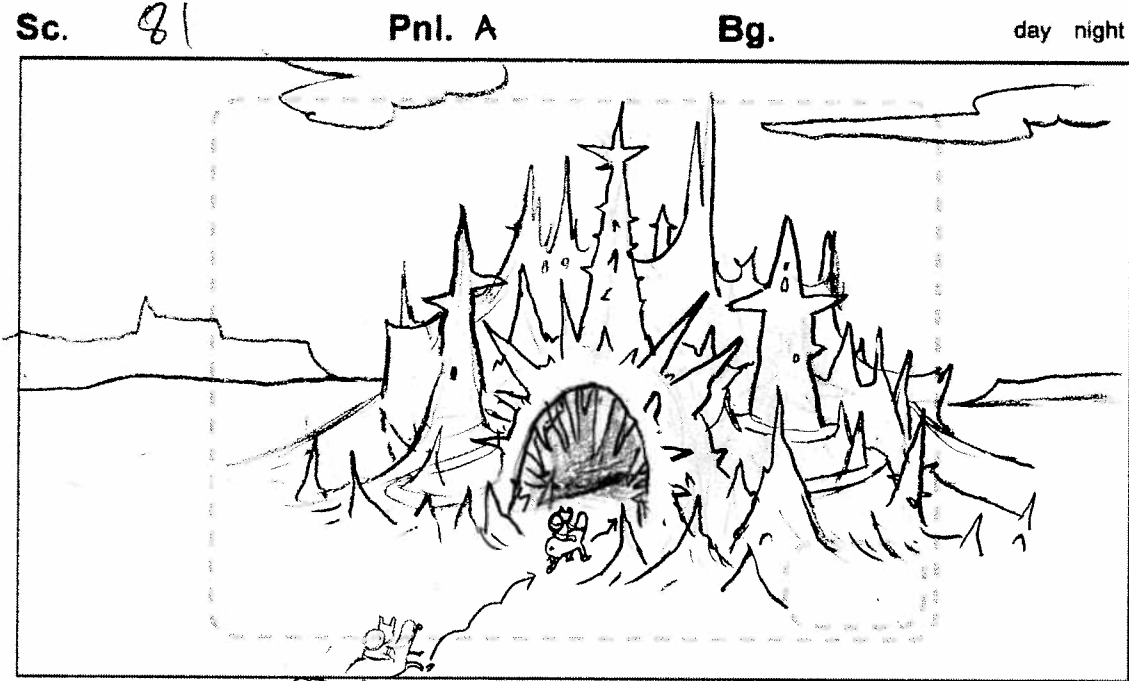
EPISODE #

© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 113



Dialog:	(ALARM)	spiky people (Lamenting walla)
Action:	WIDE ON spikey village. Finn & Jake enter at a gallop then slow as they approach entrance.	
Timing:		

EPISODE #

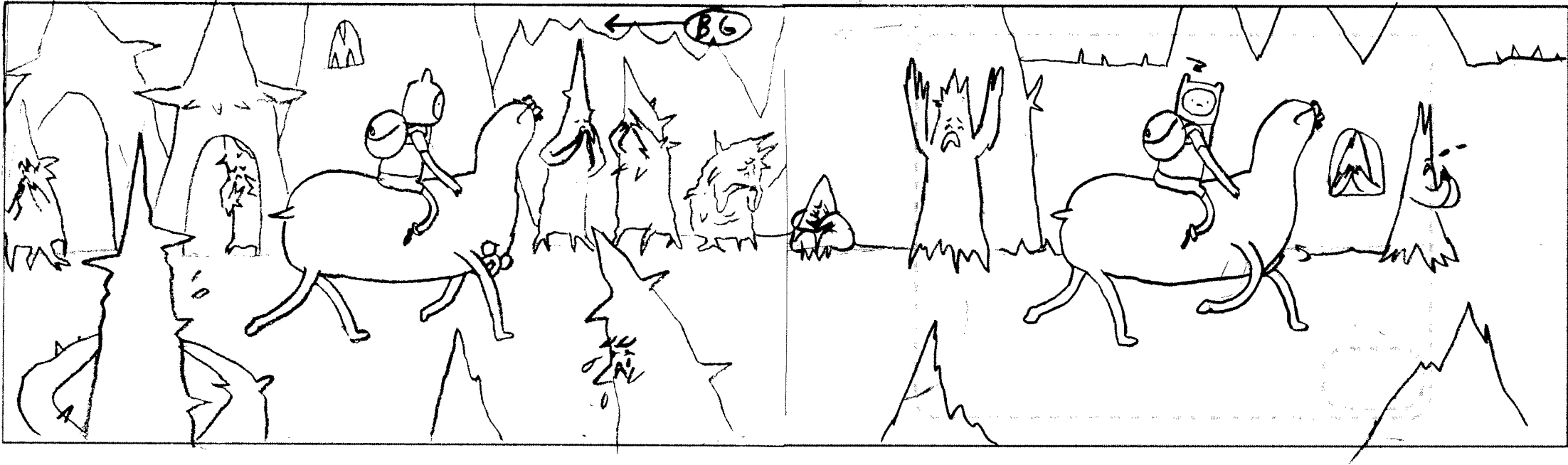
Production :

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 82 Pnl. A Bg. day night Sc. 82 Pnl. B Bg. day night



Dialog:
saiky people lamentation walla
Action:
Timing:

EPISODE #

Production :

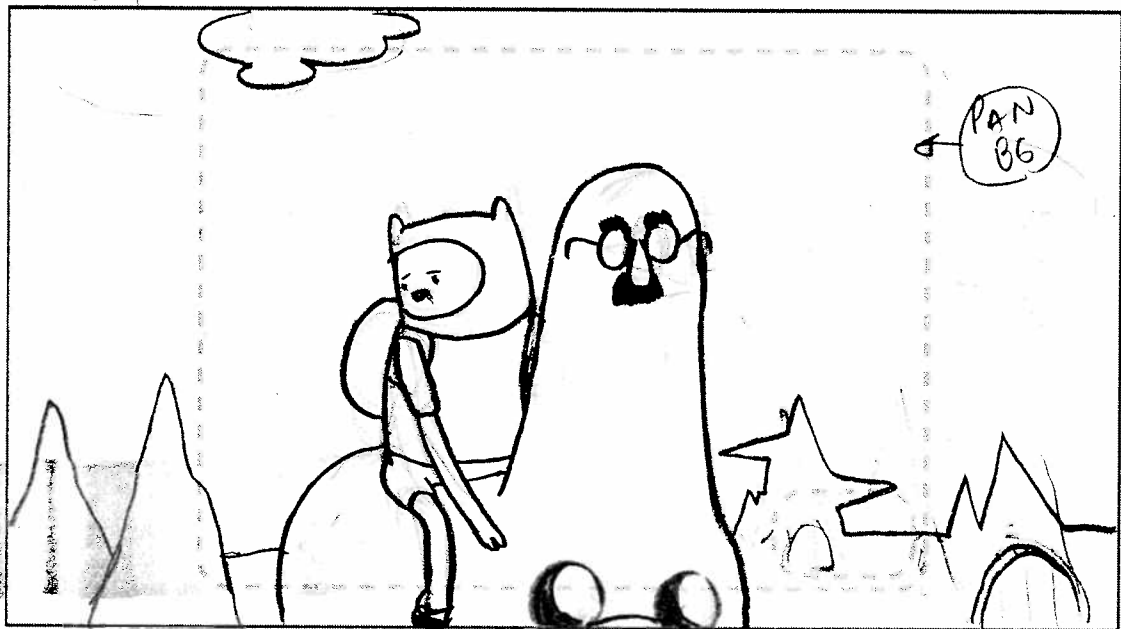


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and need not be taken from this studio, digitized or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

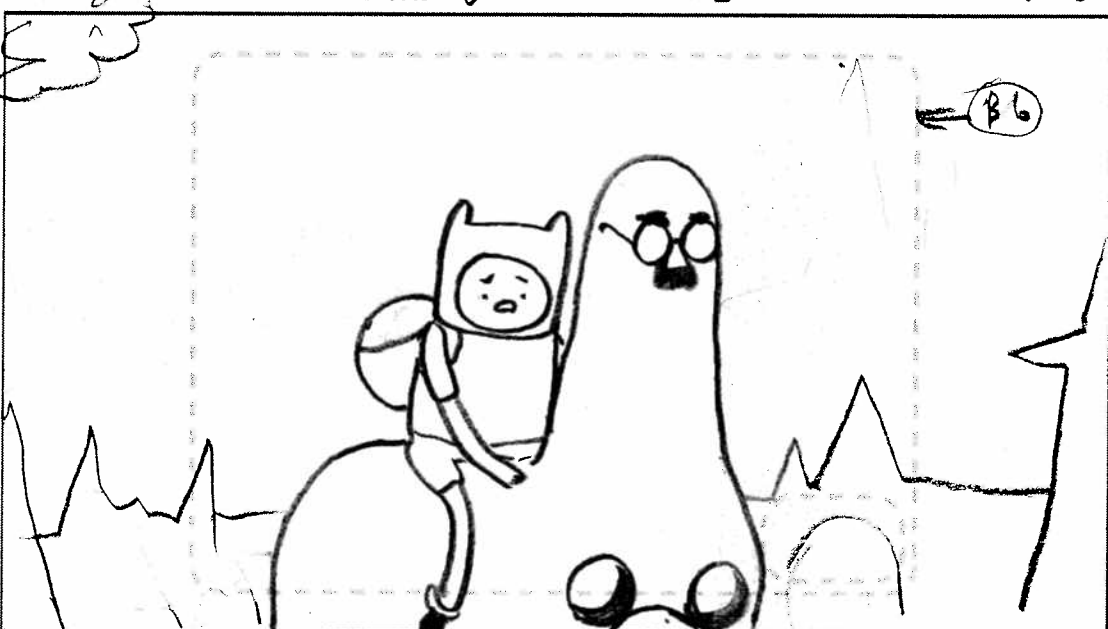


Sc. 84 Pnl. A Bg. day night



Dialog:	(F) oh man	(F) these people are a mess!
Action:		
Timing:		

Sc. 84 Pnl. B Bg. day night



EPISODE #

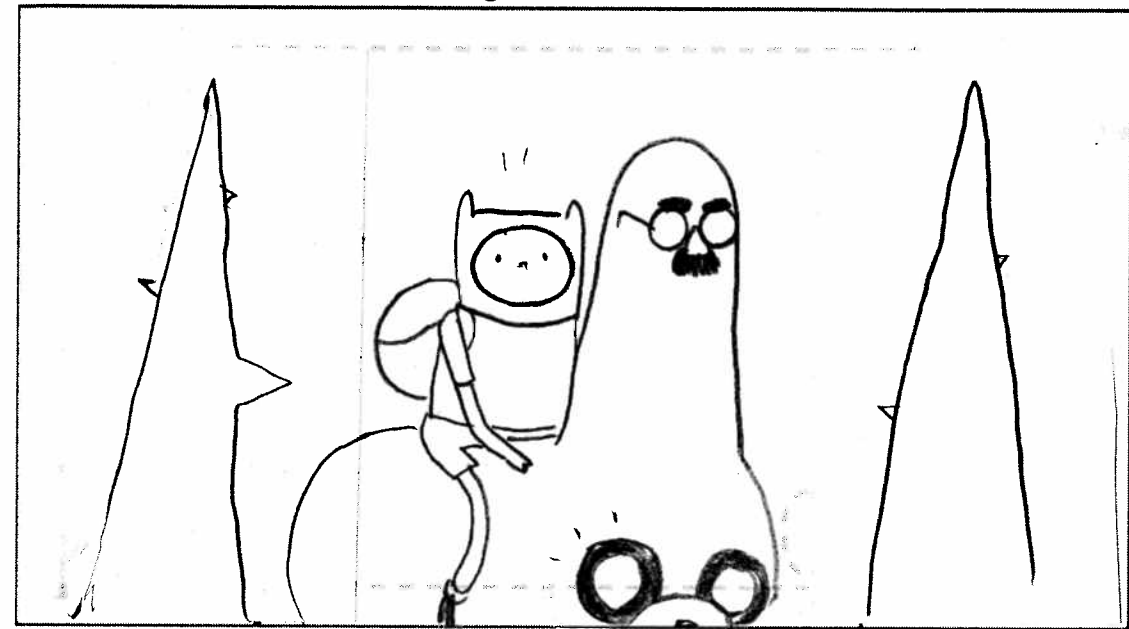
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

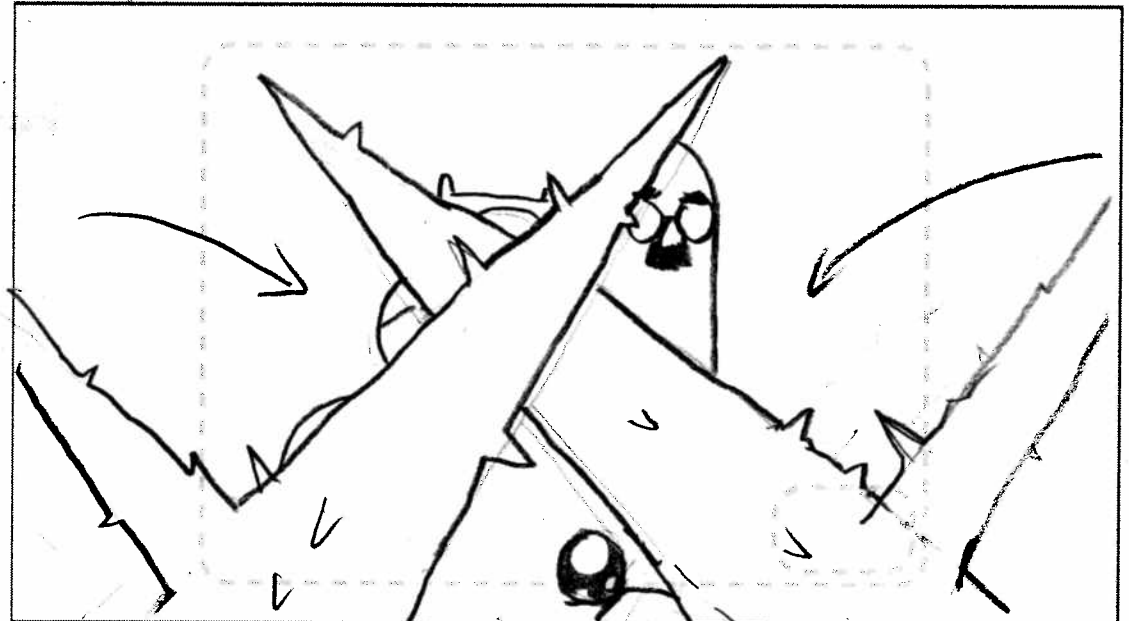
ADVENTURE TIME



Sc. 84 Pnl. c Bg. day night



Sc. 84 Pnl. d Bg. day night



Dialog:	
spiky voices VO. HALT!	
Action:	BG PAN STOPS
Timing:	

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

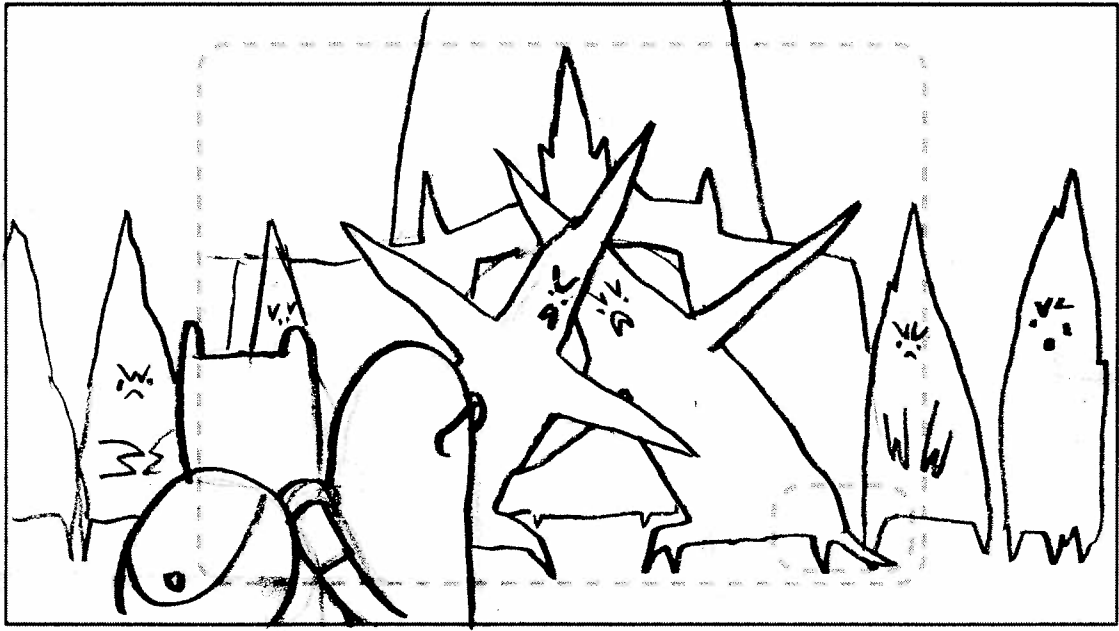


Sc. 85

Pnl. A

Bg.

day night

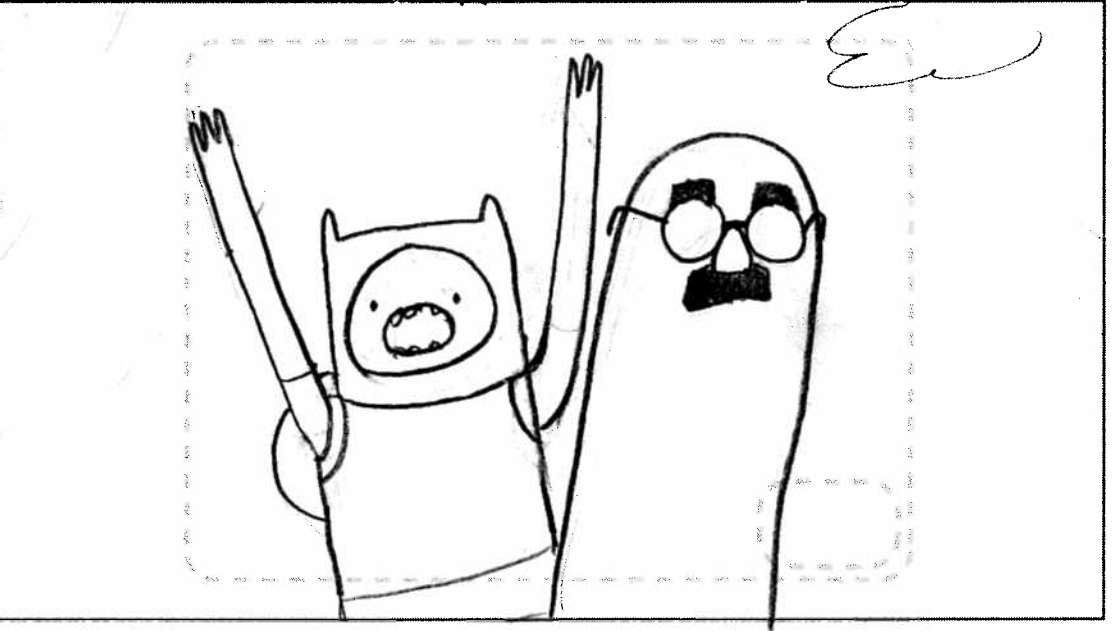


Sc. 86

Pnl. A

Bg.

day night



Dialog:	(spikey guards) Identify yourselves immediately!	(F) SPIKEY PEOPLE! I AM Finn the HERO!
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME

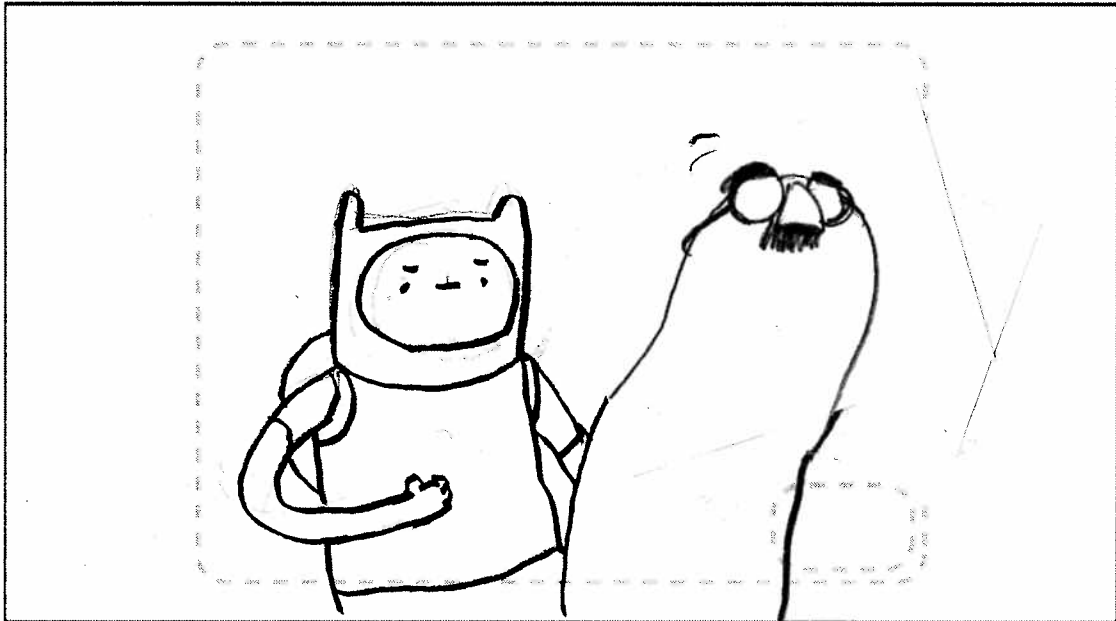


Sc. 86

Pnl. B

Bg.

day night

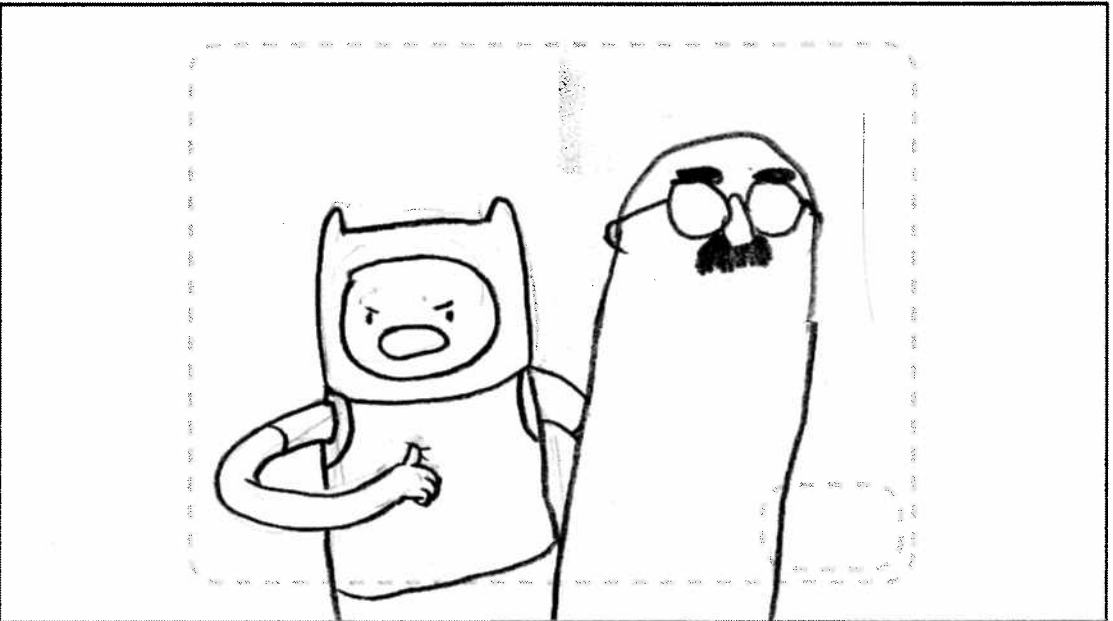


Sc. 86

Pnl. C

Bg.

day night



Dialog: JAK (VD) I'm.. GROUCHO!		(F) We're on a mission to catch --
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME



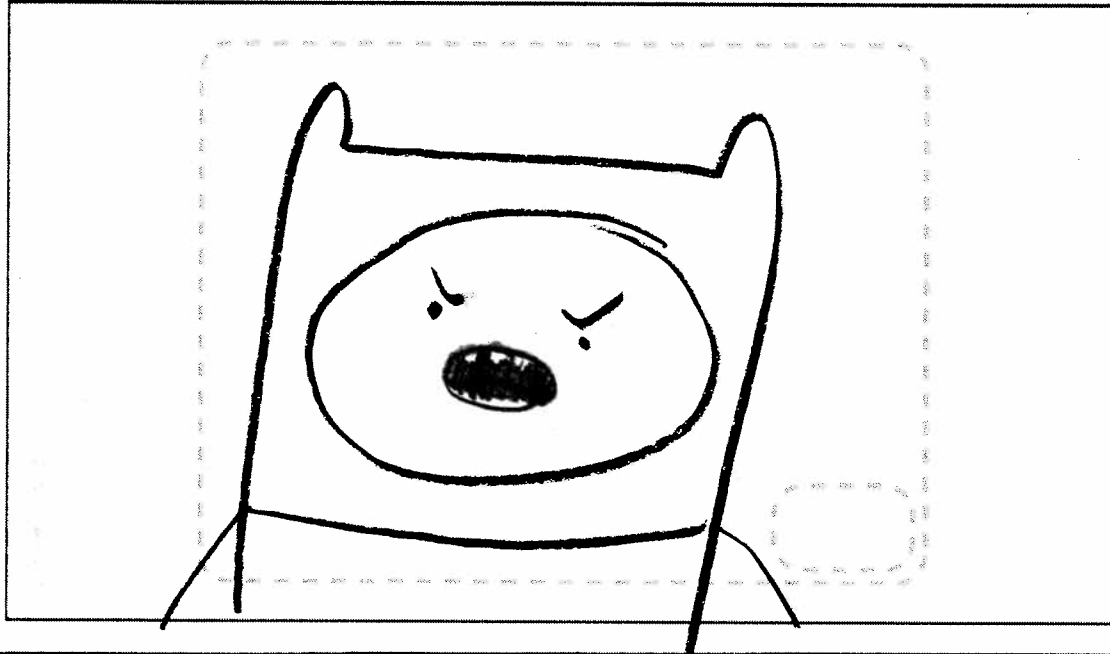
Page 120

Sc. 87

Pnl. A

Bg.

day night

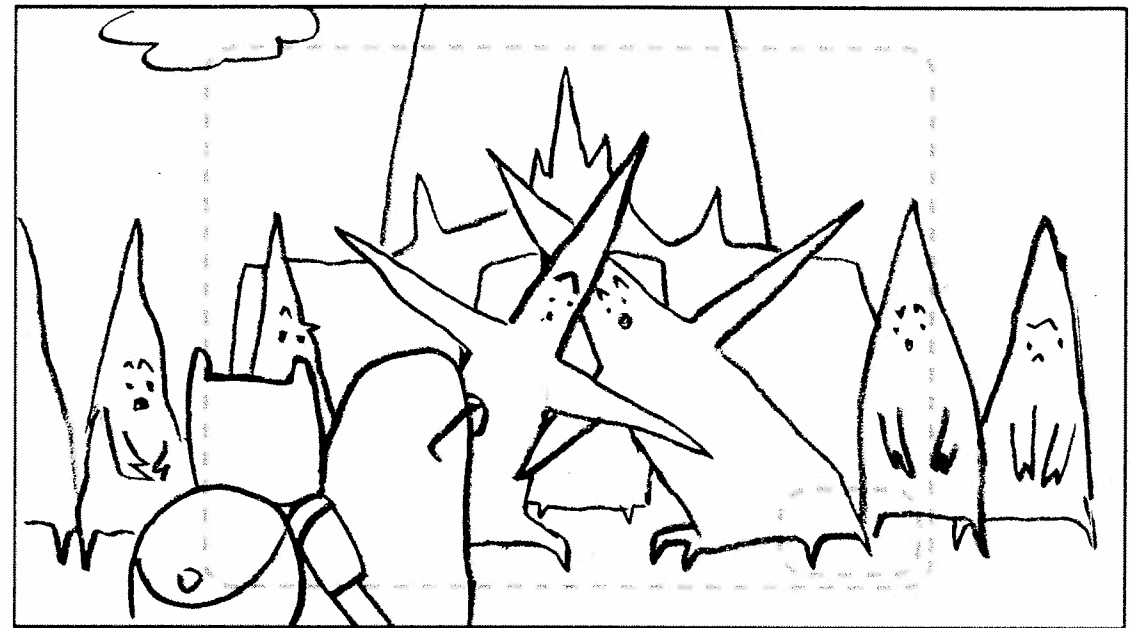


Sc. 88

Pnl. A

Bg.

day night



Dialog:

THE GUT GRINDER!

(guards) (* Gasp! *)

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME

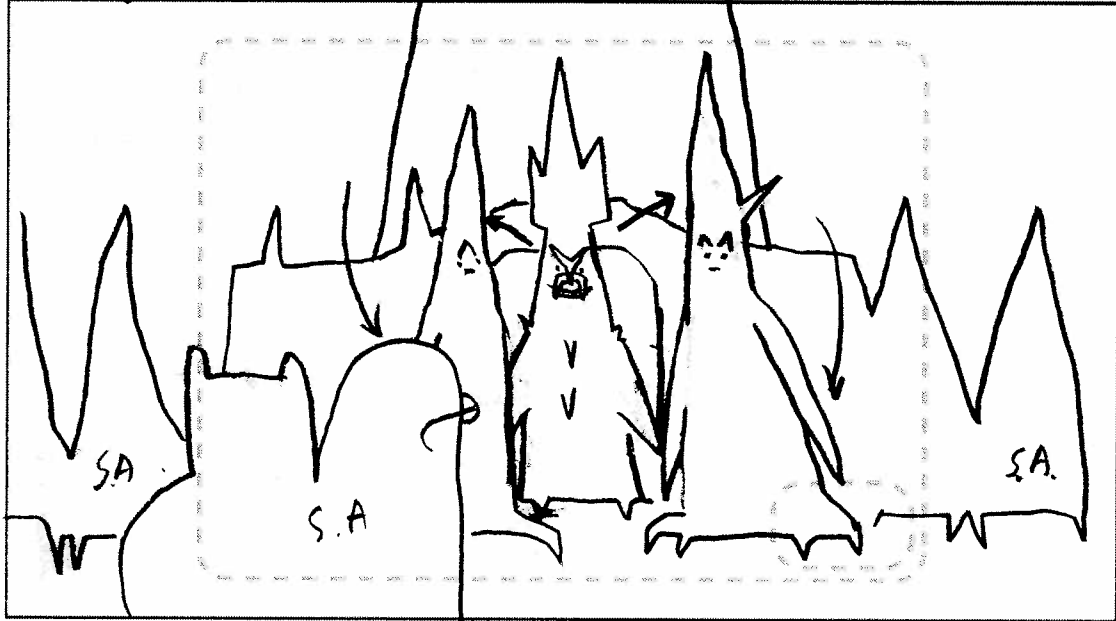


Sc. 88

Pnl. B

Bg.

day night

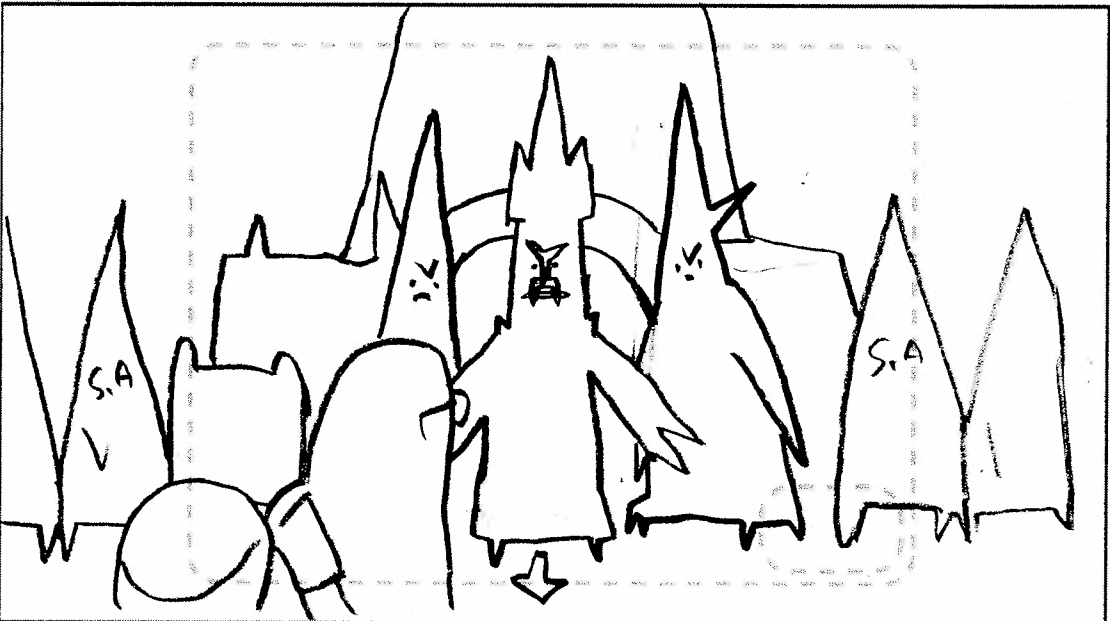


Sc. 88

Pnl. C

Bg.

day night



Dialog:	<p><u>SPIKEY MAYOR</u> ... I'm the mayor of this village.</p>	<p><u>Spikey mayor</u> our gold has just been stolen by the very monster you speak of!</p>
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME



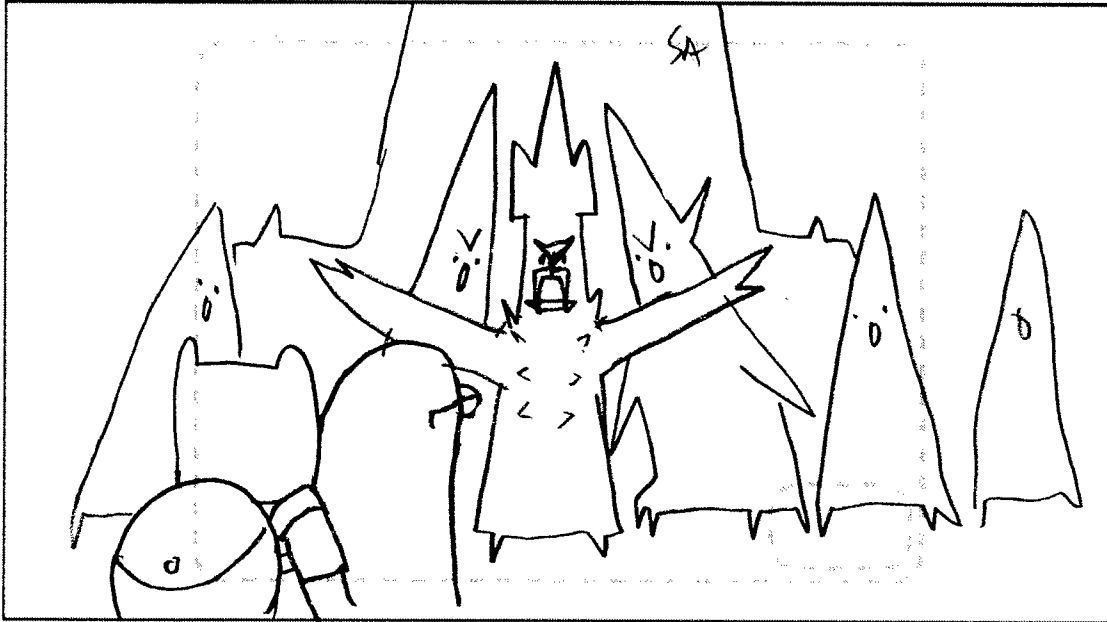
Page 122

Sc. 88

Pnl. D

Bg.

day night

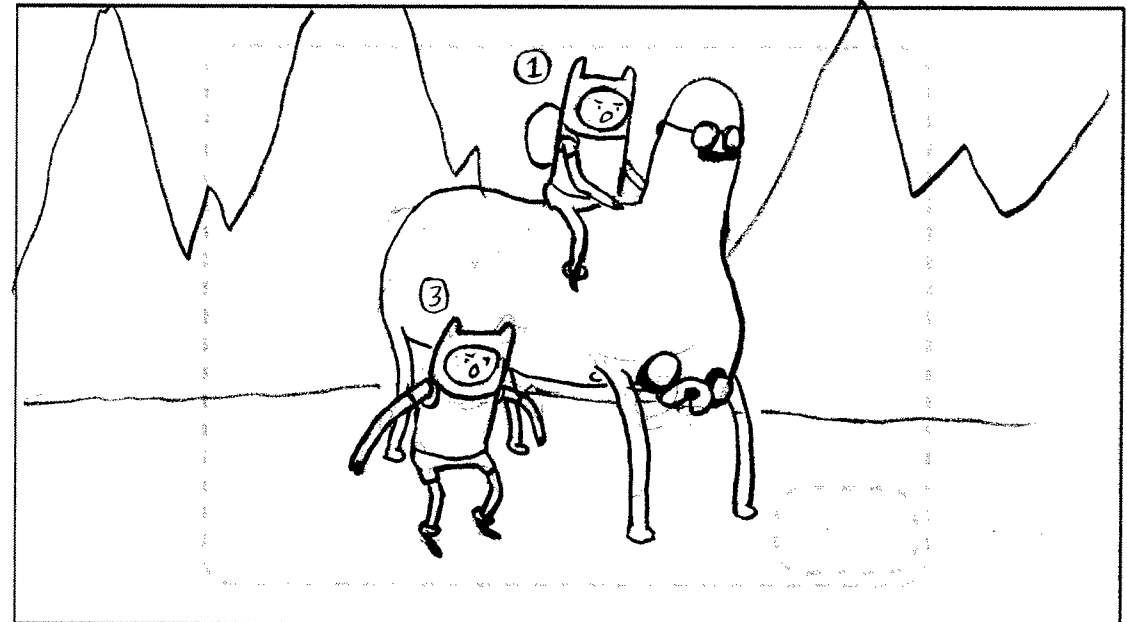


Sc. 89

Pnl. A

Bg.

day night



Dialog:

Spiky chorus

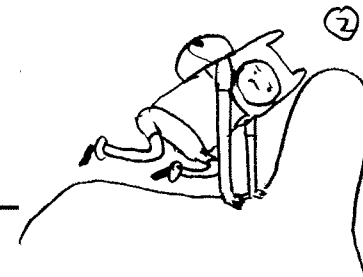
THE GUT GRINDER!

① FAW!

③ E that's messed up!

Action:

Finn jumps off Jake.



Timing:

EPISODE #

Production :

ADVENTURE TIME



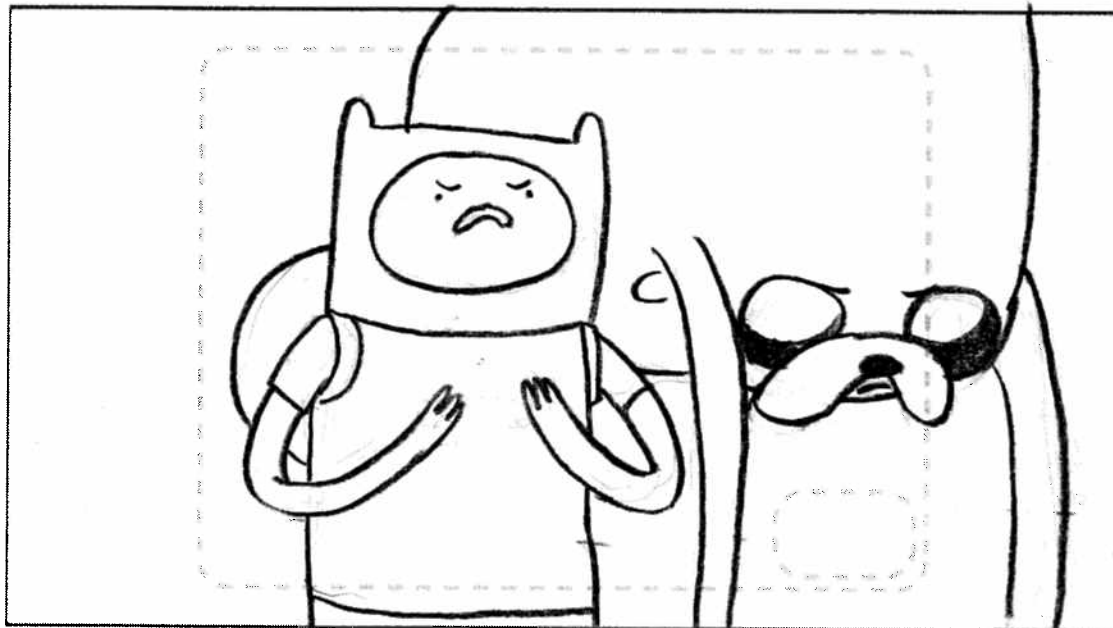
Page 123

Sc. 90

Pnl. A

Bg.

day night

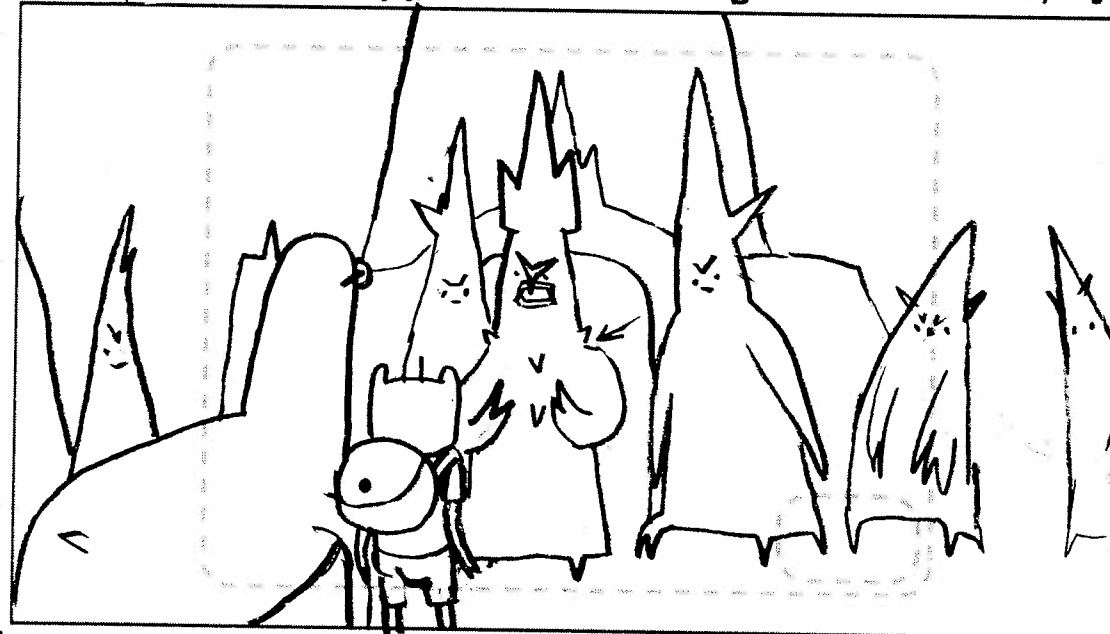


Sc. 91

Pnl. A

Bg.

day night



Dialog: (F) I hereby vow to catch that thief and bring your gold back!

Action: Finn's punches his hand on "BACK!"



Spiky maybe
Our people thank you!

Timing:

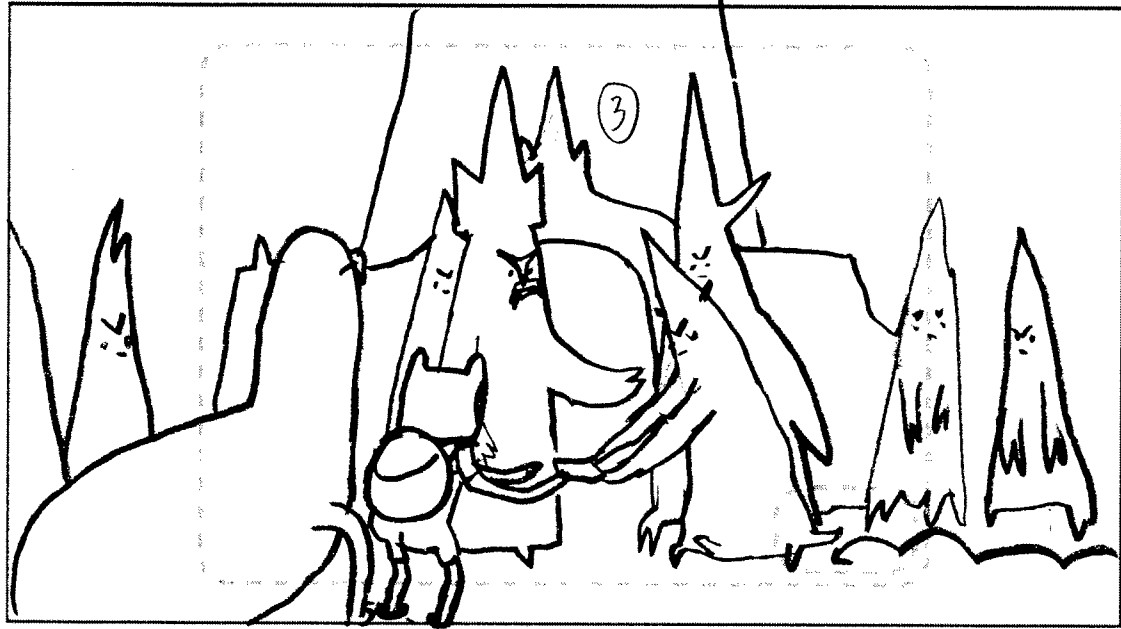
EPISODE #

Production :

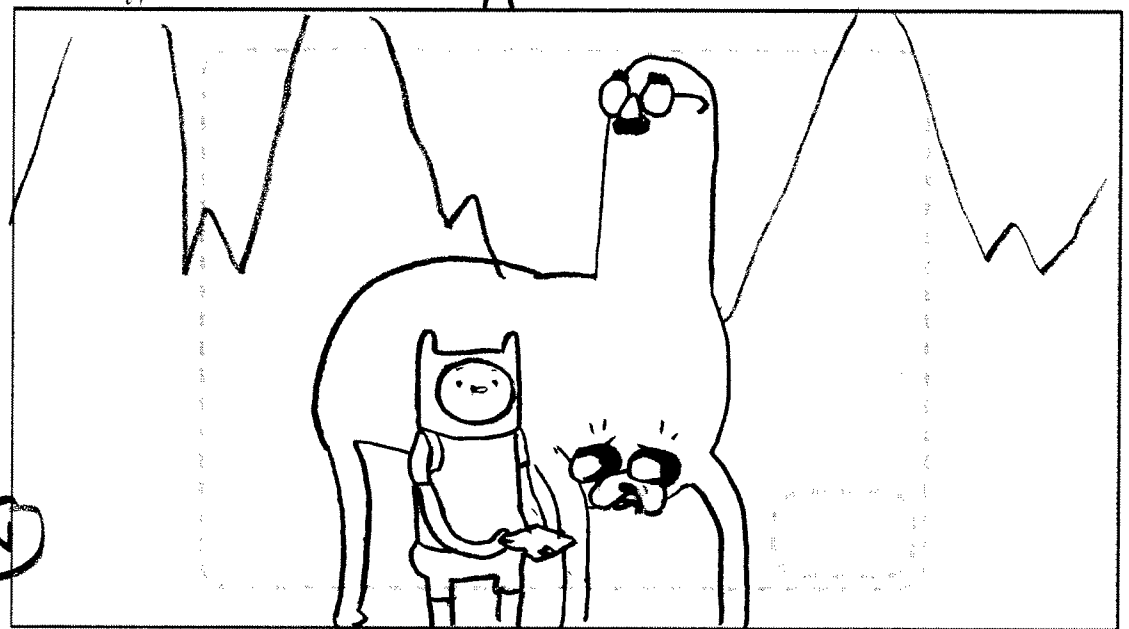
ADVENTURE TIME




Sc. 91 Pnl. 8 Bg. day night



Sc. 91 Pnl. A Bg. day night



<p>Dialog:</p> <p><i>Spiky Mayor</i></p> <p>* Clap clap *</p>	<p>I present to you this photo of the gut grinder. To help in your mission</p>	<p><i>F</i> Oh, thanks <i>J</i> * WH Uhl, *</p>
<p>Action:</p> 	<p>Cycle 1 & 2 twice</p>	<p>(Jake looks at photo)</p>
<p>Timing:</p> <p>(spiky mayor claps)</p>	<p>(spiky servant enters and presents Finn with photograph)</p>	

EPISODE #

Production :

ADVENTURE TIME



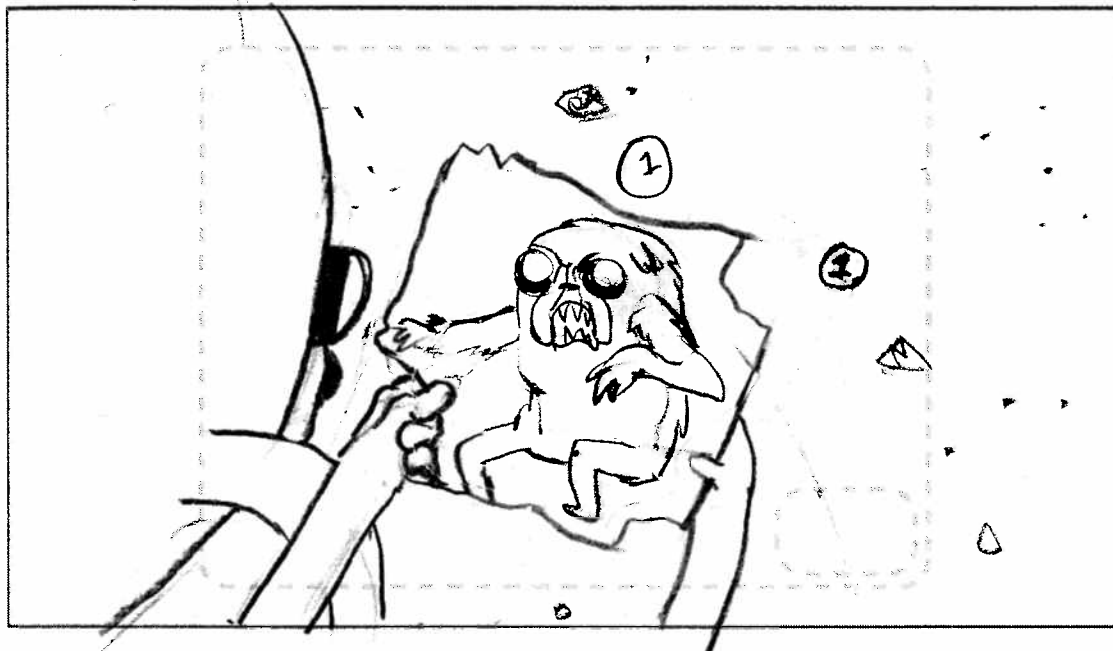
Page 125

Sc. 92

Pnl. A

Bg.

day night

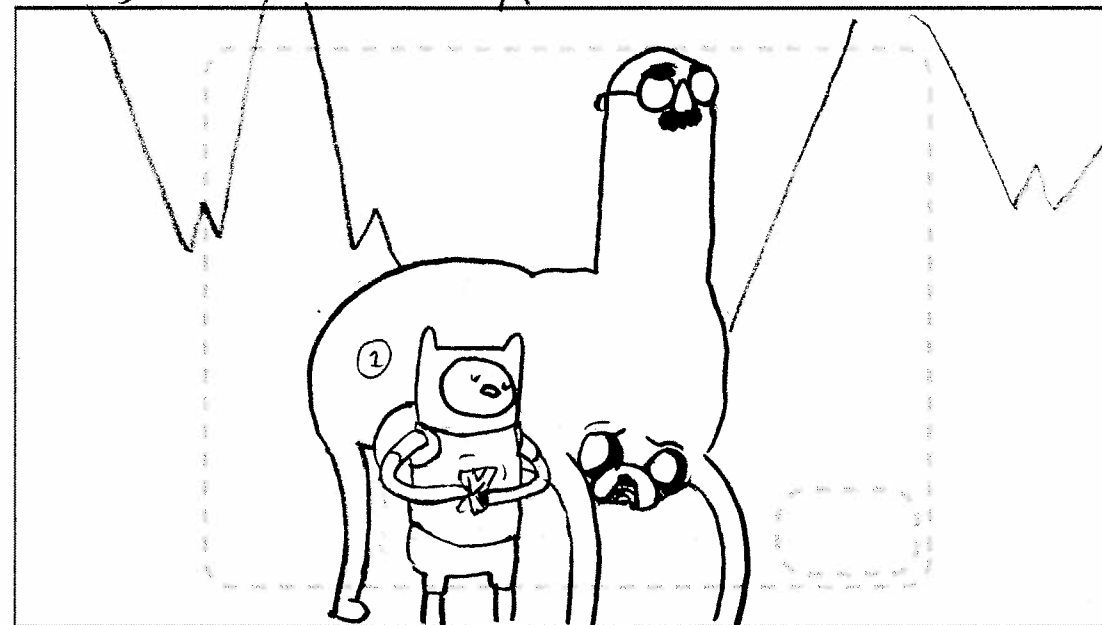


Sc. 93

Pnl. A

Bg.

day night



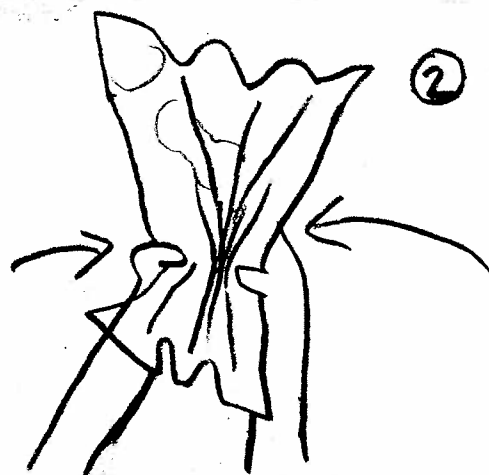
Dialog:

① IT'S me!

② Hmm

③ ① Well Duh it LOOKS like you. ② we already knew that!

Action:



Timing:

Finn Quickly
Crumples photo
(Almost instant
shift to ②)



Finn shoves photo into his back
Pocket

EPISODE #

Production :

ADVENTURE TIME



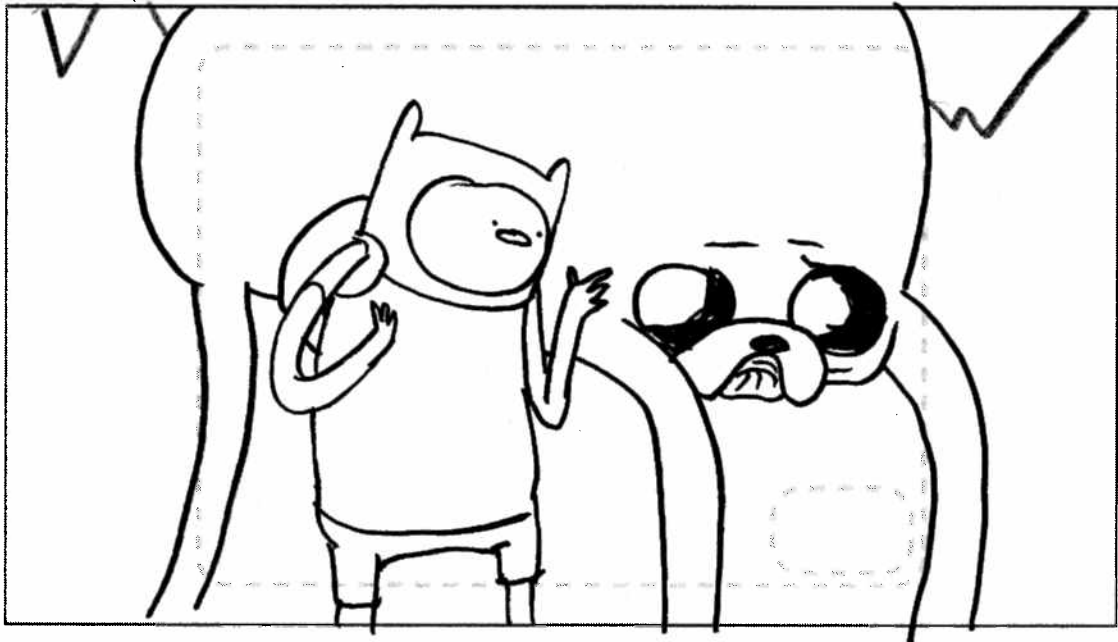
Page 126

Sc. 94

Pnl. A

Bg.

day night

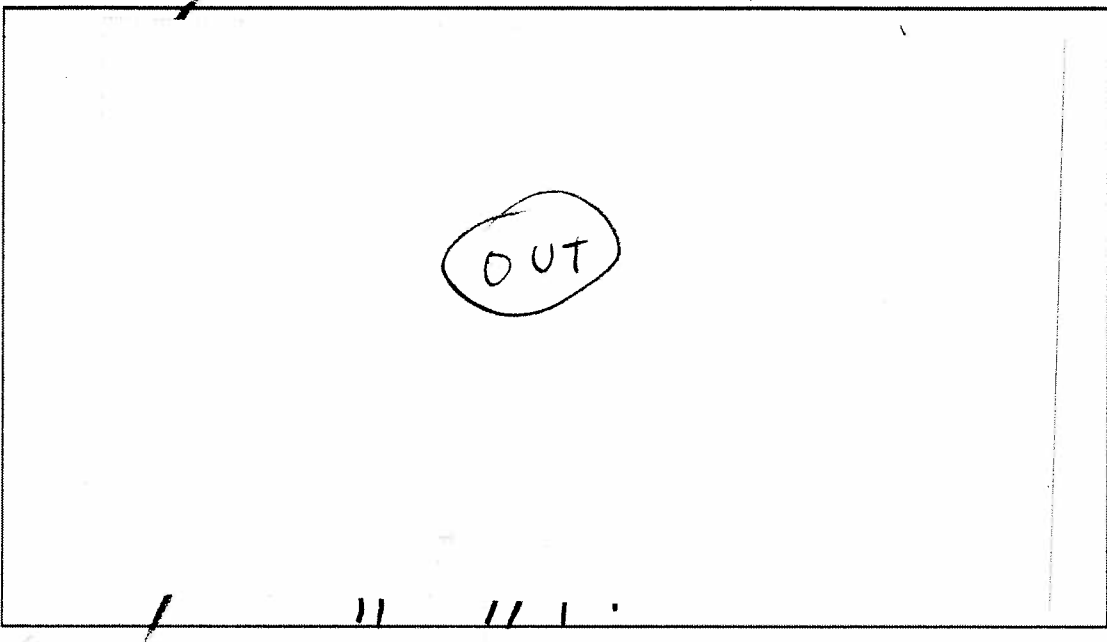



Sc.

Pnl.

Bg.

day night



Dialog:	(F) it's just one of those weird coincidences .
Action:	(2)  Finn grabs bottom of his shirt
Timing:	

EPISODE #

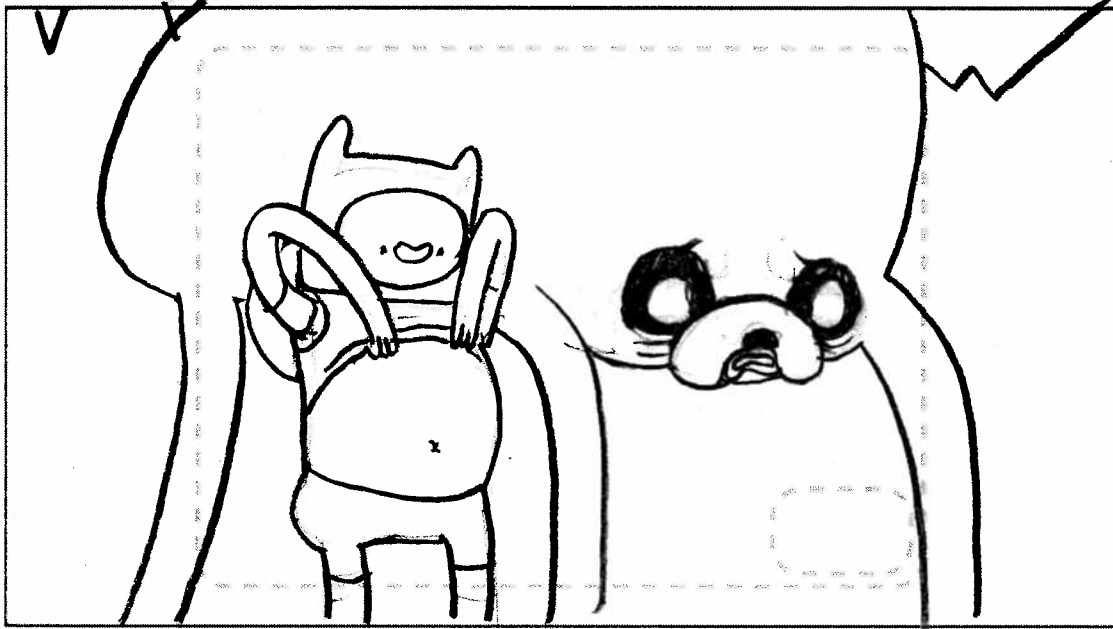
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

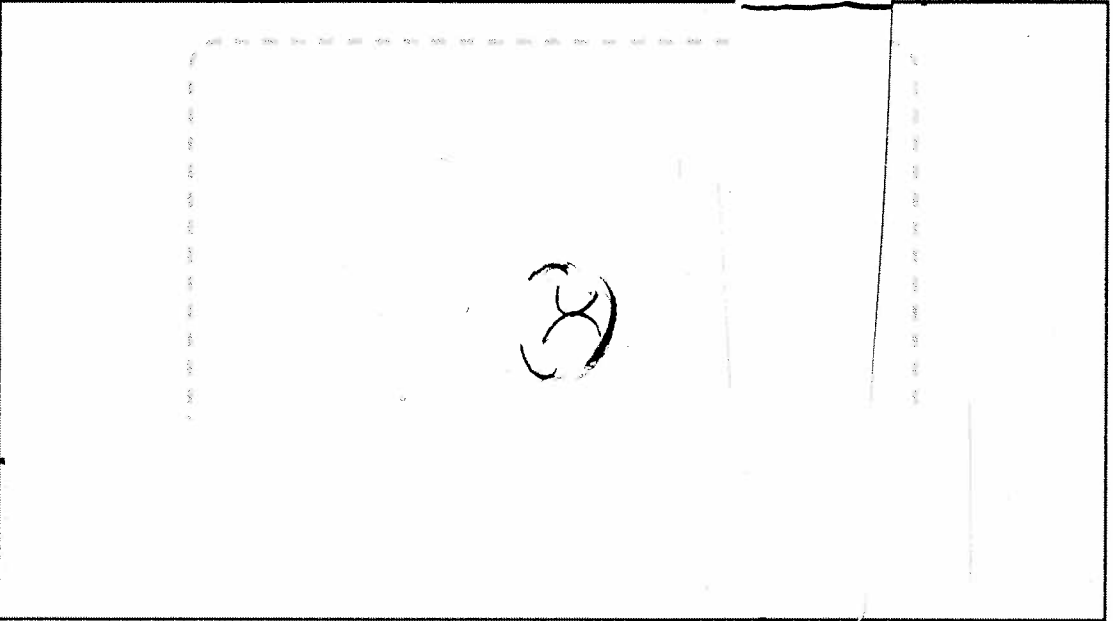
ADVENTURE TIME



Sc. 94 Pnl. B Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:	Ⓕ like how my belly button looks like your <u>face</u> !	Ⓖ (Beat) Yeah... I know you <u>think</u> it does, Finn
Action:	Ⓕ pulls his shirt up	
Timing:		

EPISODE #

Production :

ADVENTURE TIME

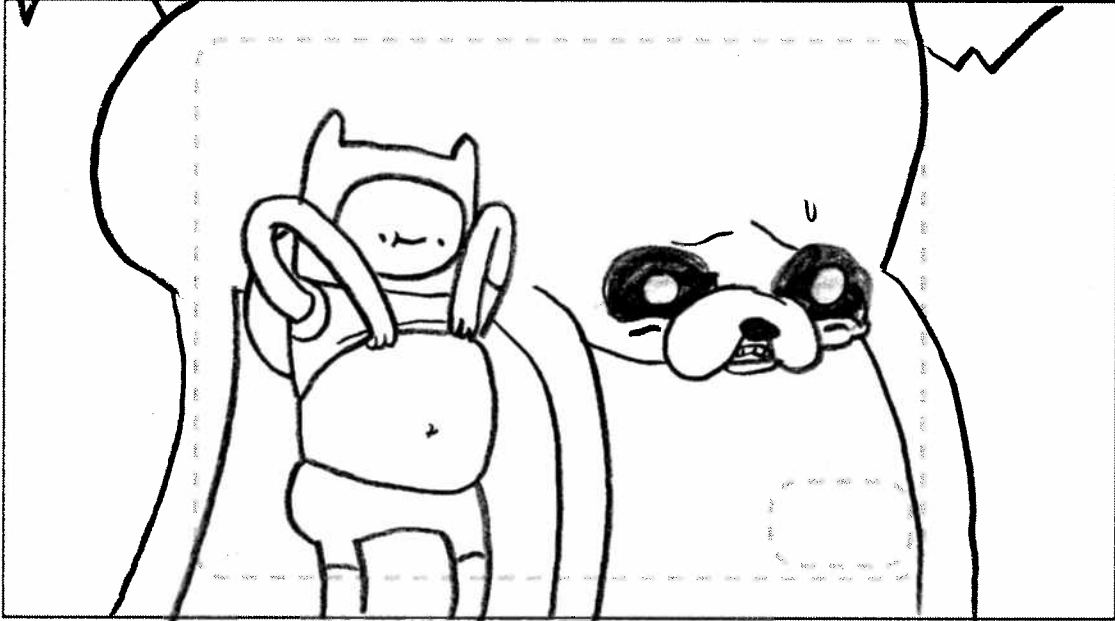


Sc. 96

Pnl. A

Bg.

day night

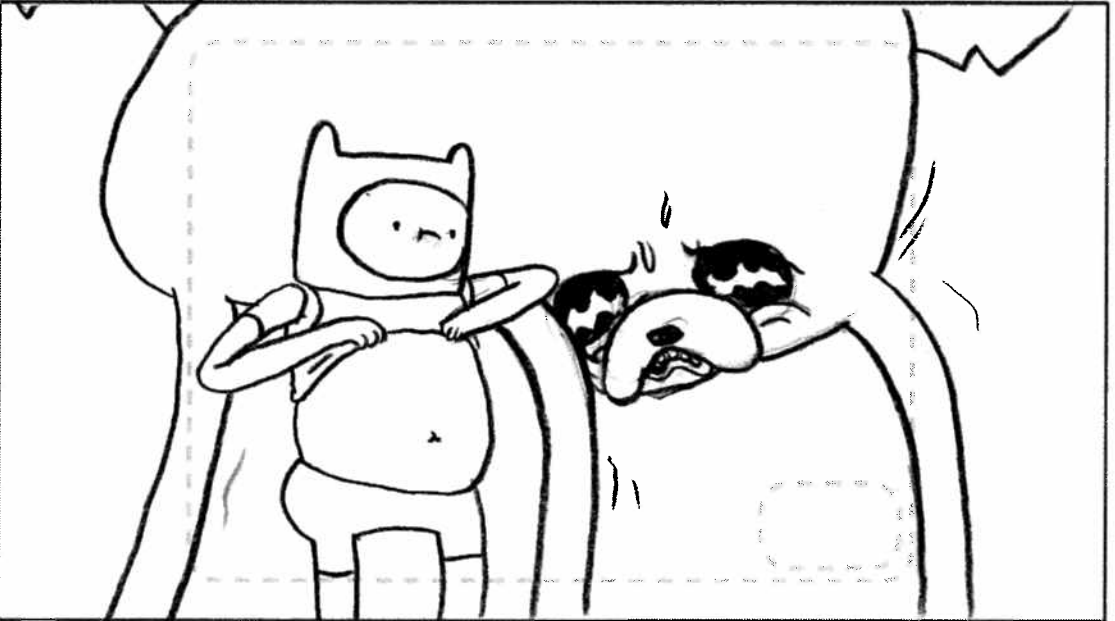


Sc. 96

Pnl. B

Bg.

day night



Dialog:	① but. This is different.	② that photo <u>is</u> me dude!!
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME



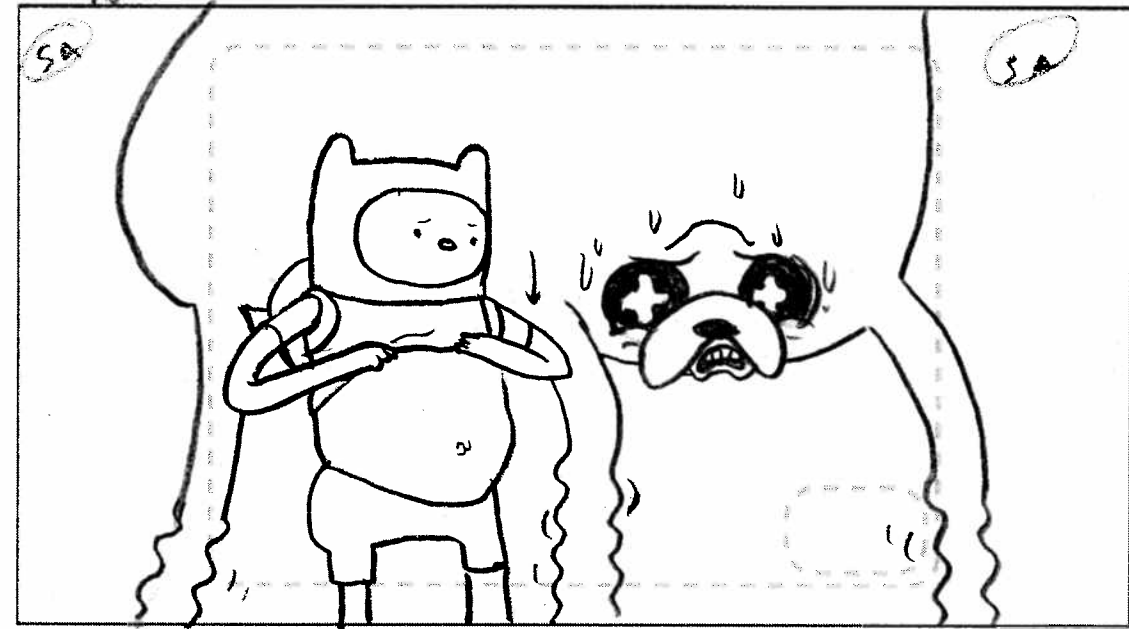
Page 129

Sc. 96

Pnl. C

Bg.

day night

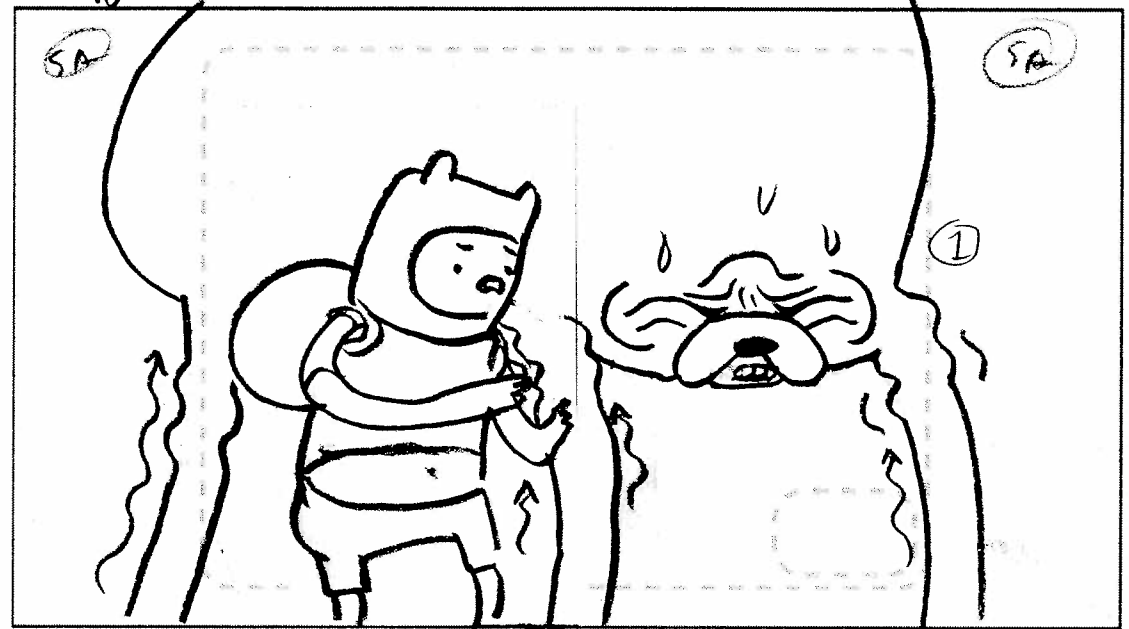


Sc. 96

Pnl. D

Bg.

day night



Dialog:

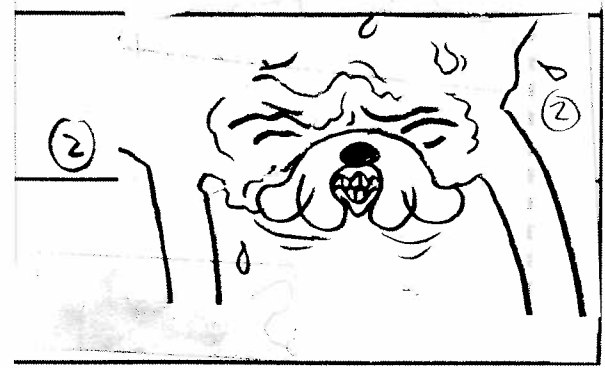
(J) I'm scared, Finn.

Action:

Timing:

(F)

(F) Wake?! You're shakin' man!!



EPISODE #

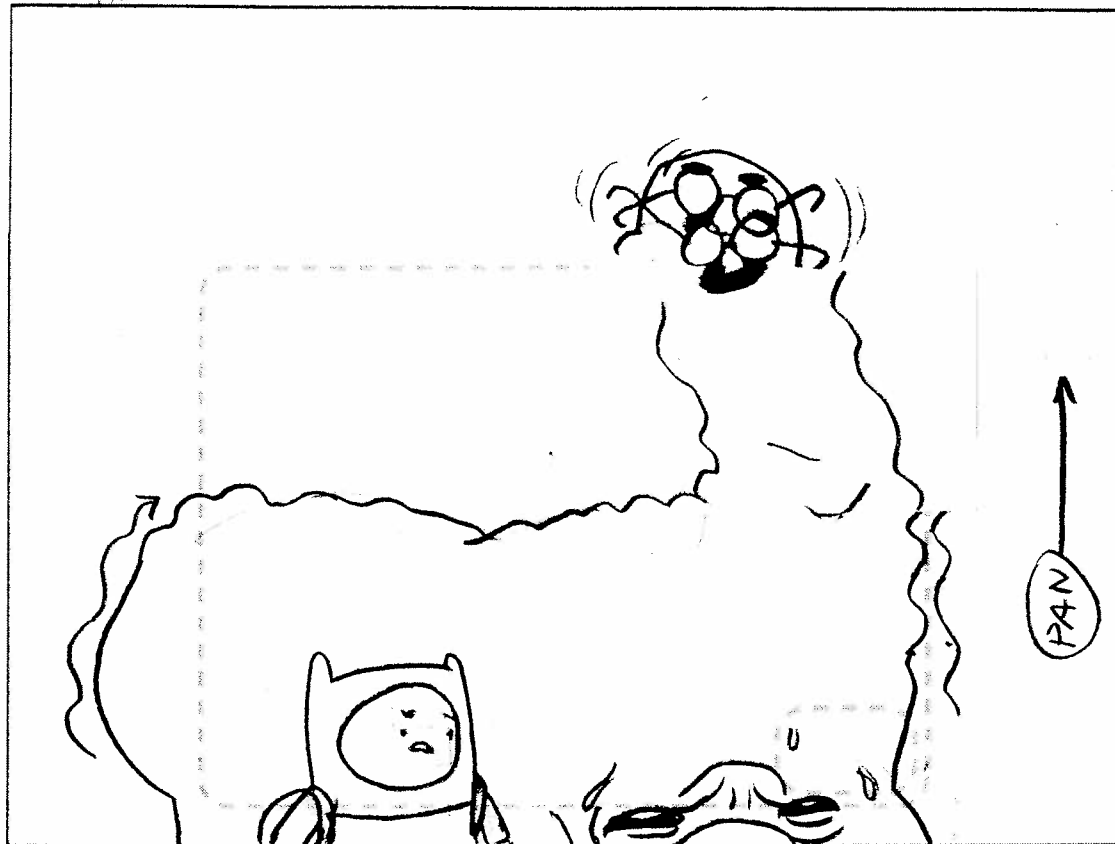
Production :

Sc. 96

Pal. E



Page 130

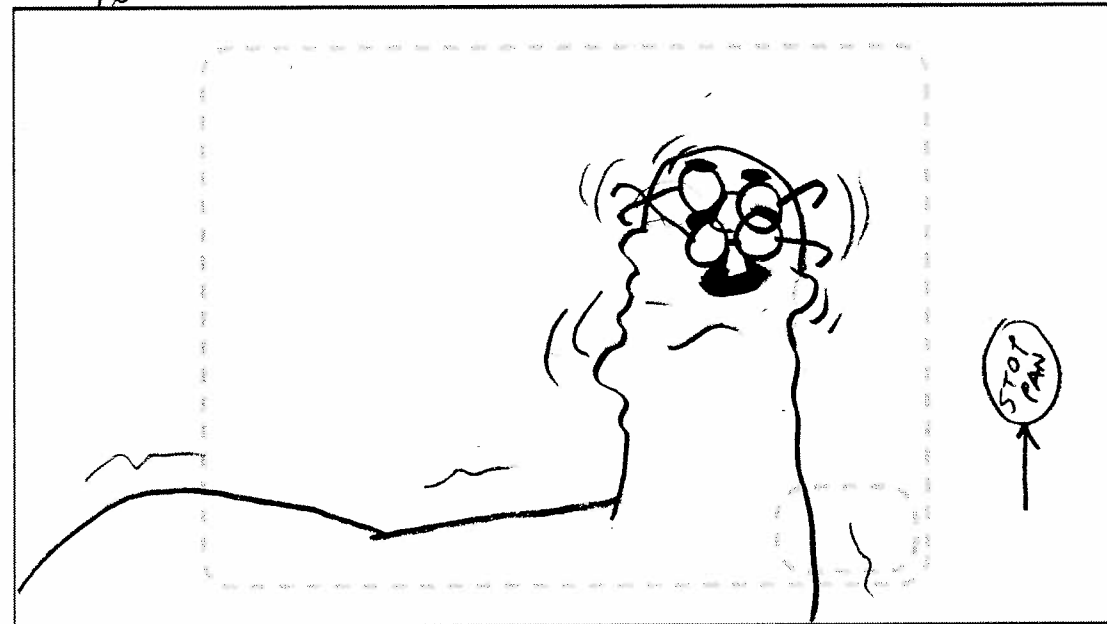


Sc. 96

Pal. F

Bg.

day night



Dialog:

F ~~F~~ F Stop it.

Action:

pan follows Jake's chills up groucho glasses start shaking

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. 96

Pnl. 6



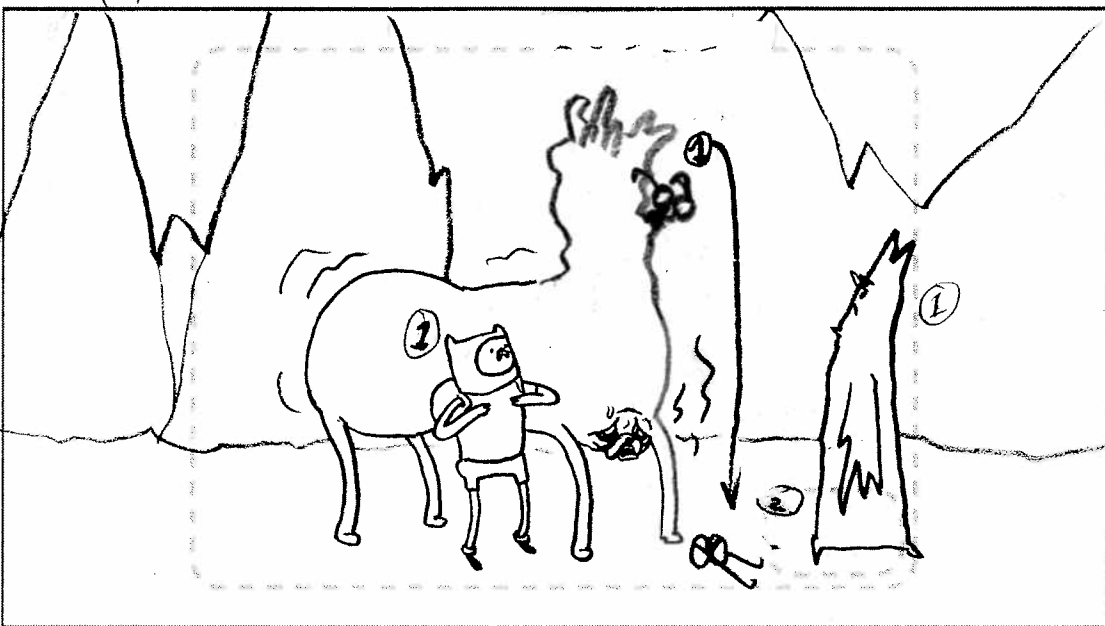
day night

Sc. 97

Pnl. A

Bg.

day night



Dialog:

Action:

Jake shakes brooch glasses off & OUT

① glasses fall
Finn & Spiky guy looks
down @
glasses
②

②

Timing:

EPISODE #

Production :

ADVENTURE TIME

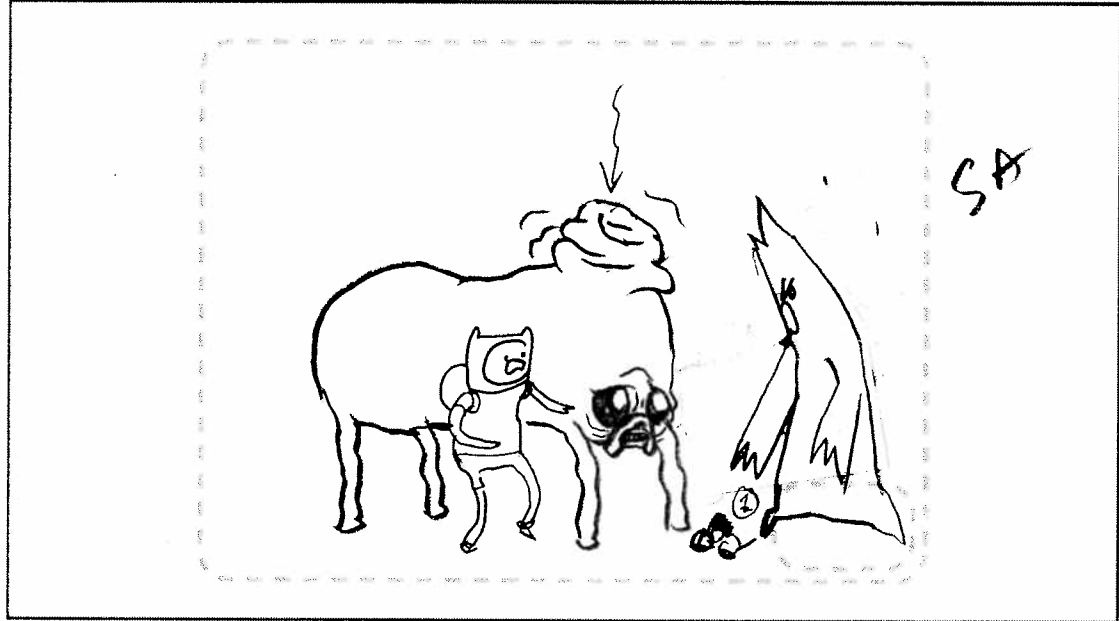


Sc. 97

Pnl. B

Bg.

day night



Sc. 98

Pnl. A

Bg.

day night



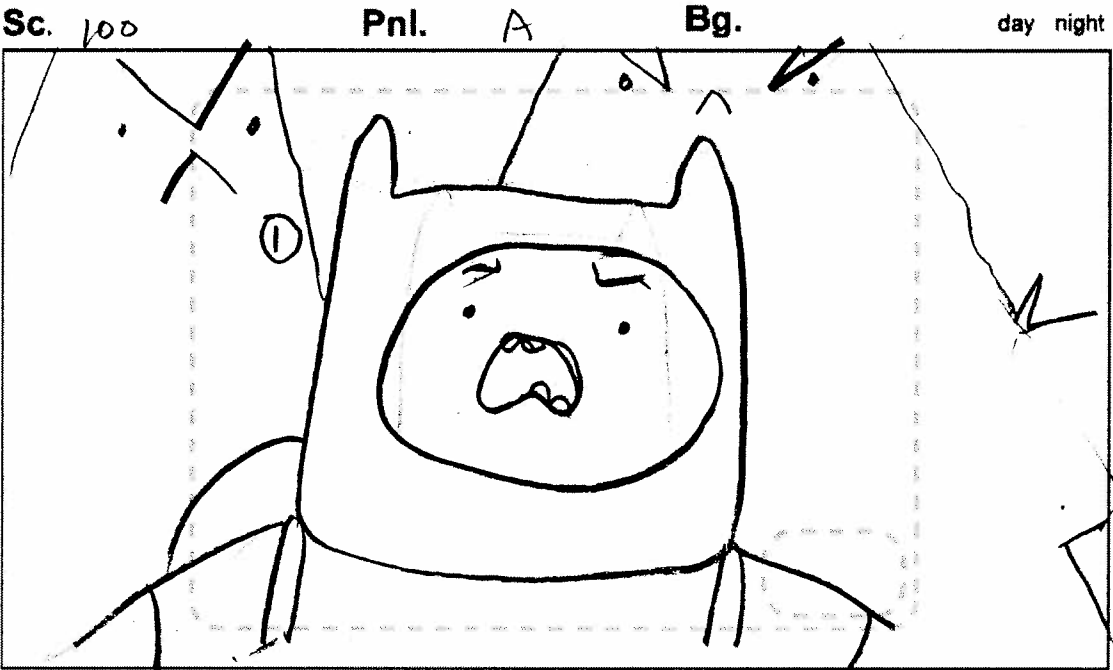
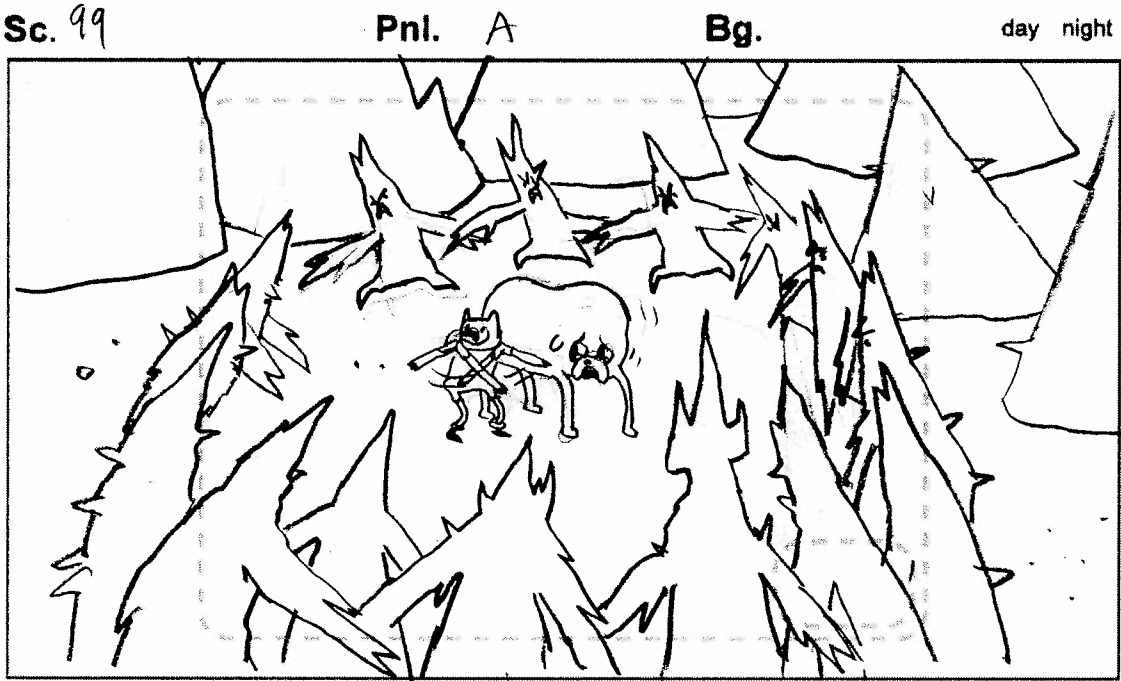
<p>Dialog:</p> <p>Spiky: (1) Oh! (2) THE <u>GUT GRINDER</u>!!</p> <p>FREAK OUT WALLA</p> <p>"the Gut grinder!"</p> <p>"He's the gutgrinder!"</p>
<p>Action:</p> <p>Spiky guy points at glasses</p> <p>Spiky guy points @ Jake</p>
<p>Timing:</p>

EPISODE #

Production :

© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: (Finn) (over spikey wall) NO NO! He's not the
60+ Grinder!

Action:

Timing:

(F) I swear on my good name,
and justice! And Jake's
cute face!



EPISODE #

Production :

ADVENTURE TIME



Page 133 A

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:



Action:

Jake's face slides up body. Jake bats his eyelashes

Timing:

EPISODE #

Production :

© 2009 The material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 101 Pnl. A Bg. day night

Sc. 102 Pnl. A Bg. day night

Dialog:	(BEAR) His face is weird!	(F) 2
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME

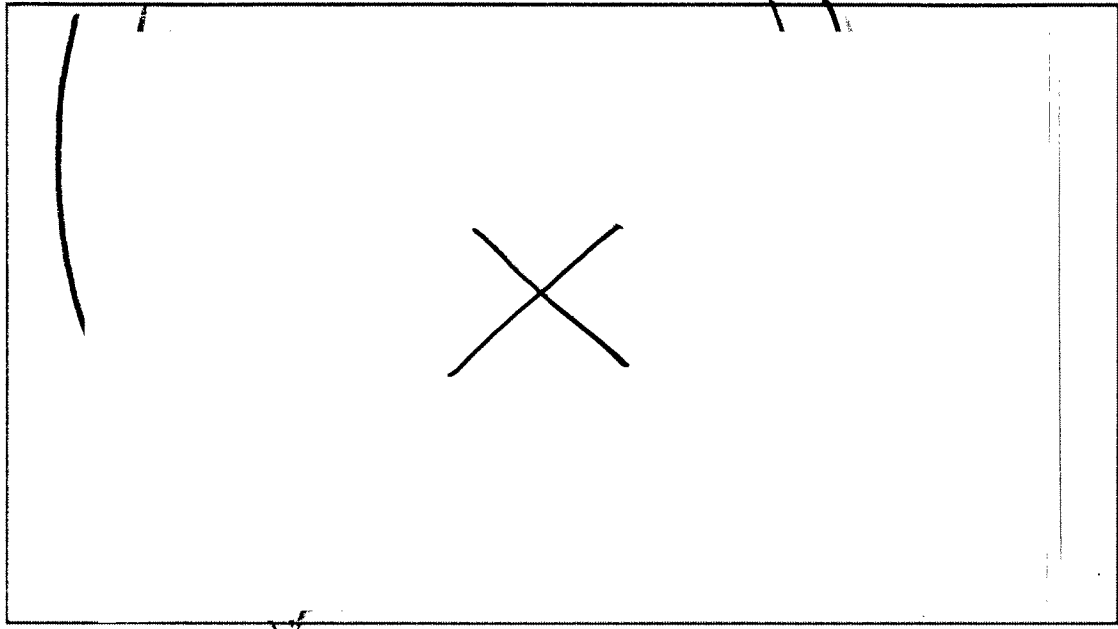


Sc. 102

Pnl. B

Bg.

day night

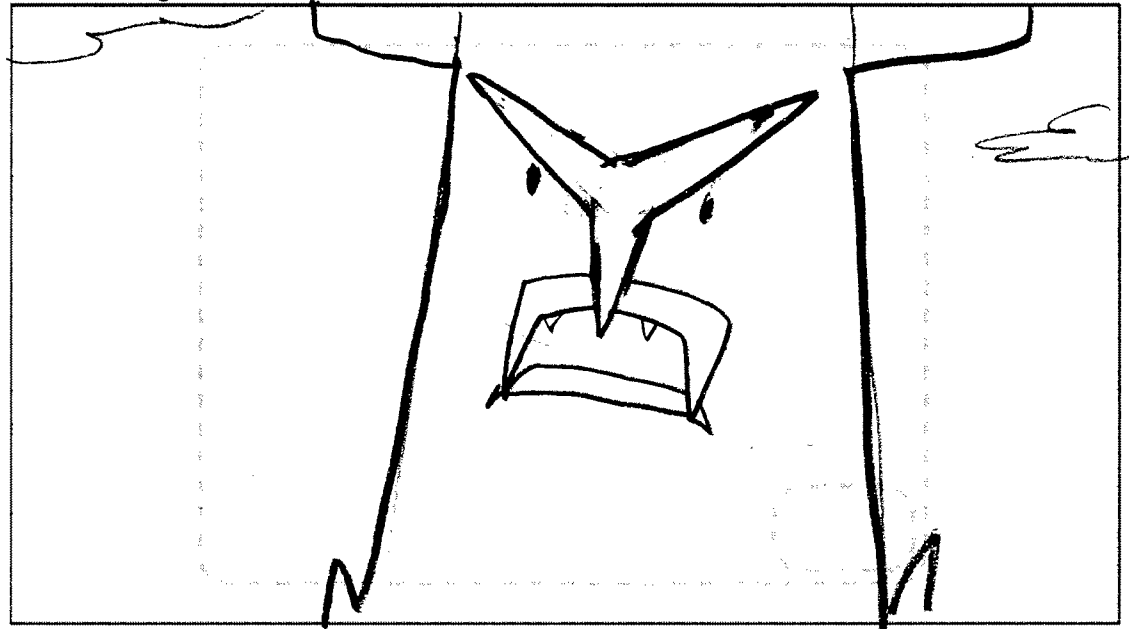


Sc. 103

Pnl. A

Bg.

day night



Dialog:

(F)

Action:

Timing:

(SM)

us spikey people
are too sharp to accept
your lame swears!

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



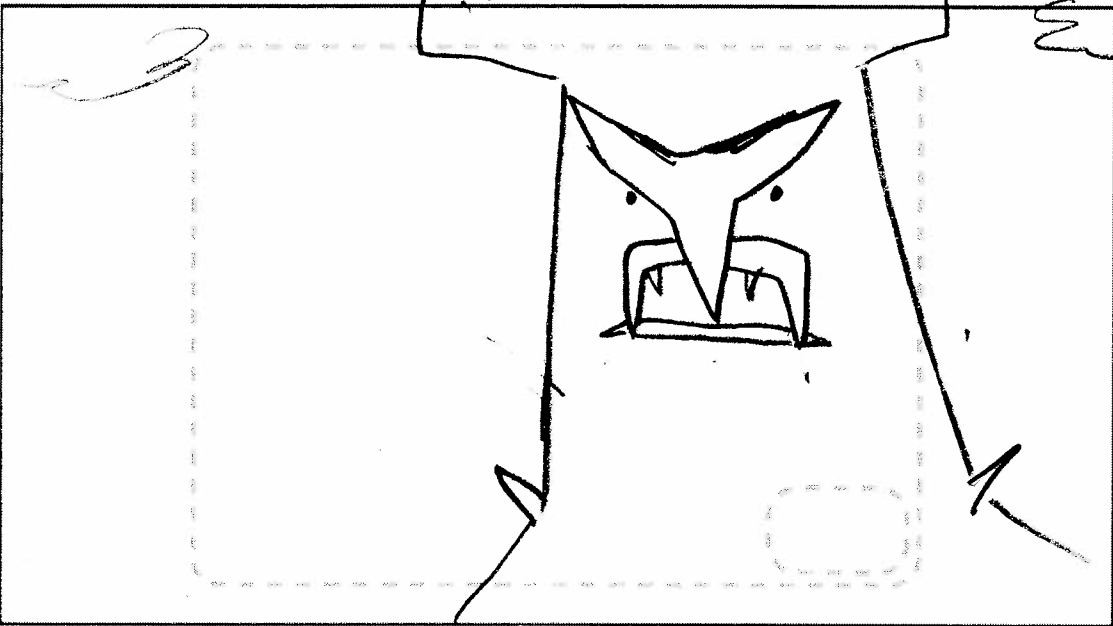
Page 136

Sc. 103

Pnl. B

Bg.

day night

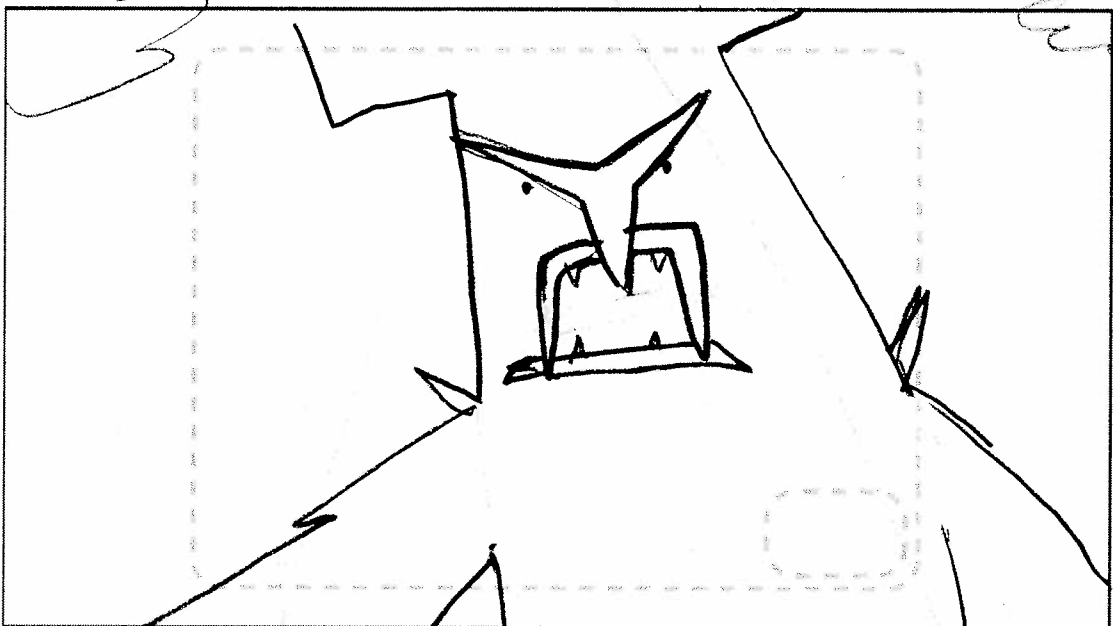


Sc. 103

Pnl. C

Bg.

day night



Dialog:

Spiky
Mayor

The truth is obvious. Your
friend is =

Action:

Timing:

THE GUT GRINDER!!!

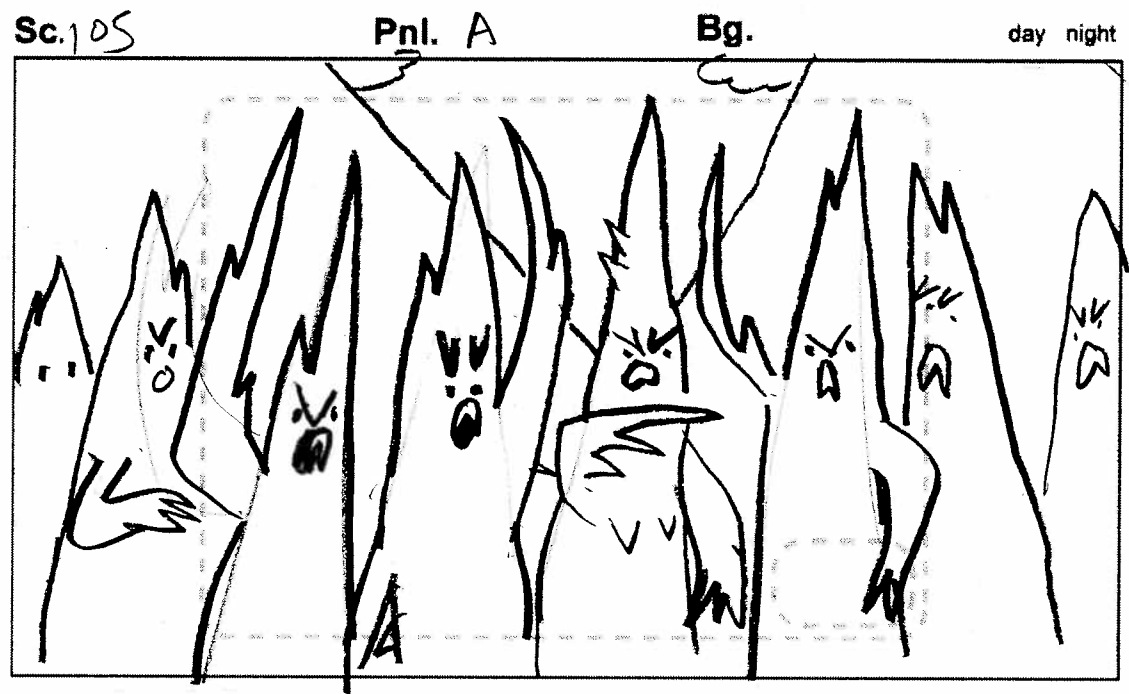
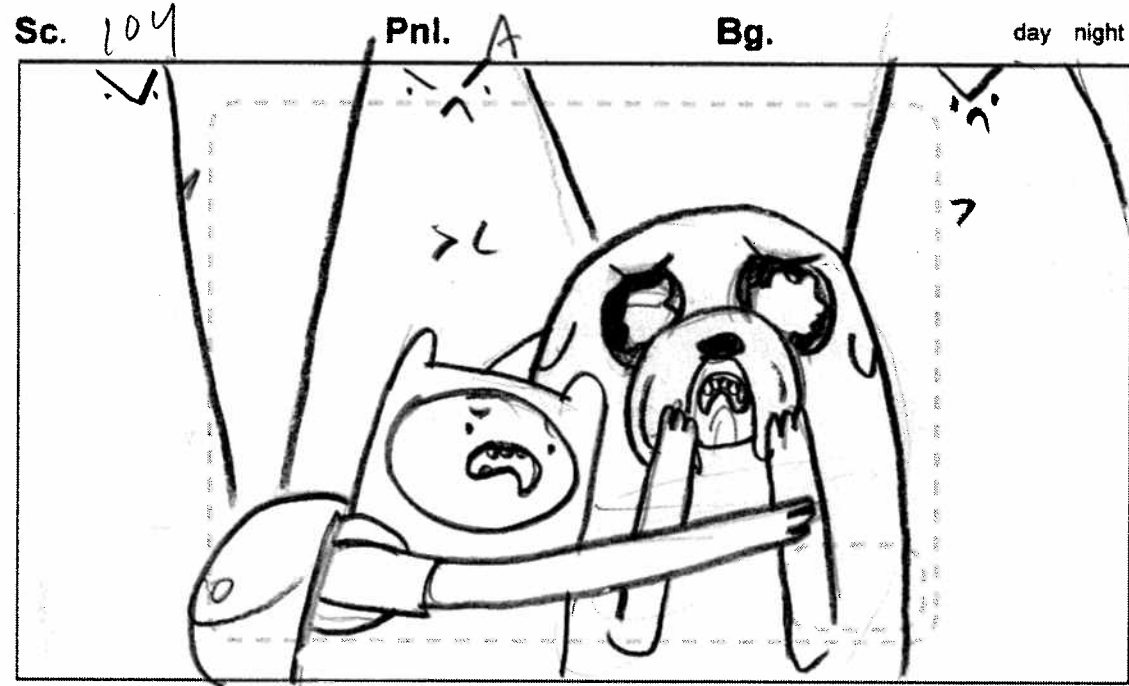
EPISODE #

Production :

ADVENTURE TIME



Page 137



<p>Dialog:</p> <p>* gasp *</p> <p>spiky people GOOD point! (wally) point point!" "You get the point"</p>	
<p>Action:</p>	
<p>Timing:</p>	

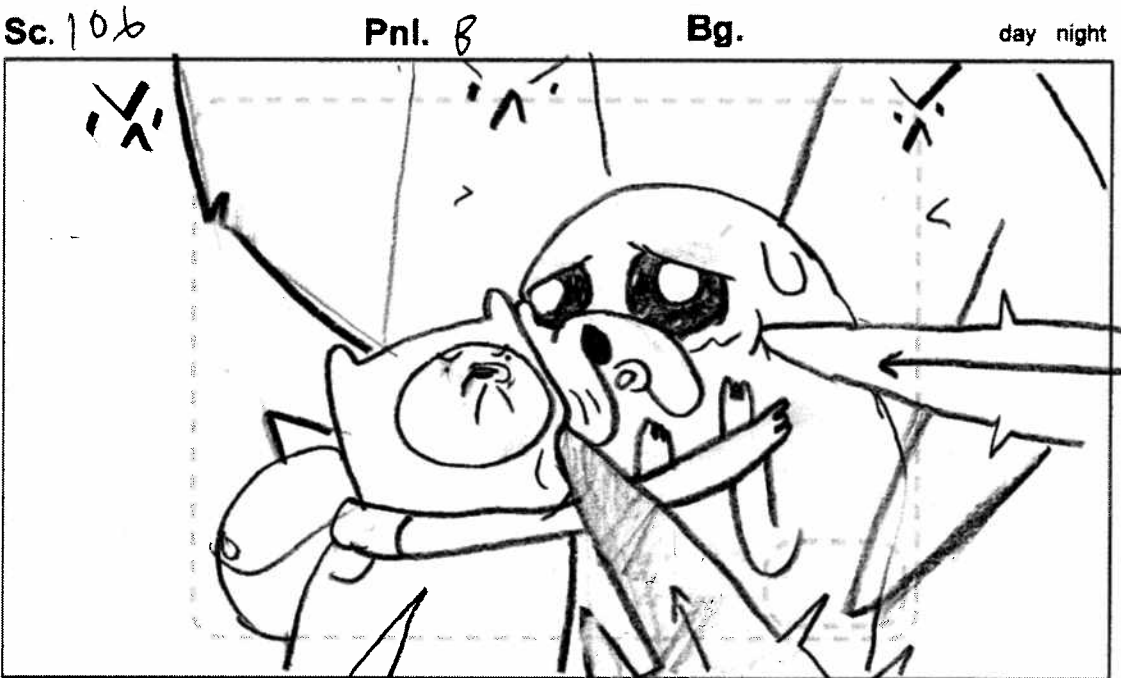
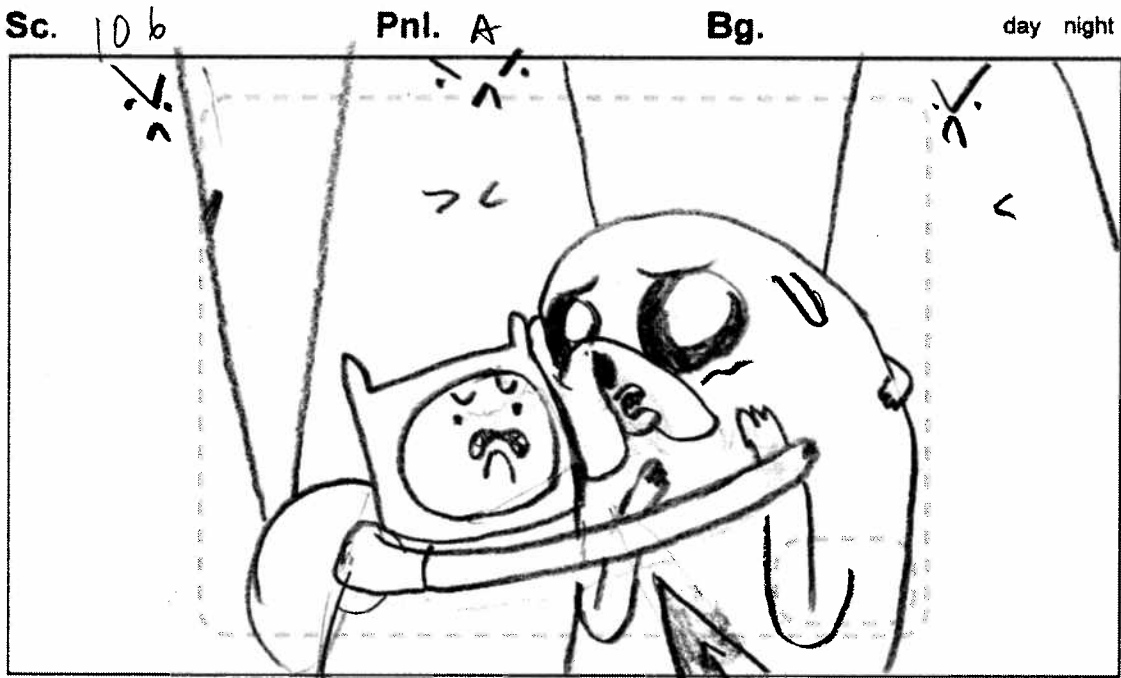
EPISODE #

Production :

© 2009 The material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
(SM)(0.9) YOU ARE UNDER ARREST FOR STEALING OUR GOLD!
(F) N0000...
Action:
Timing:

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

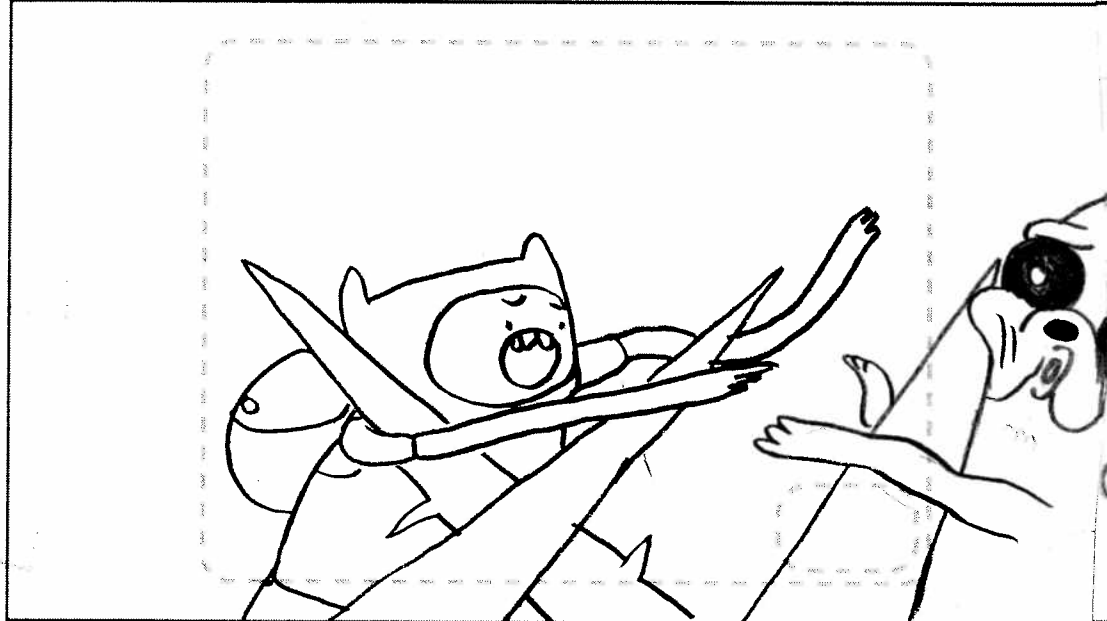


Sc. 106

Pnl. C

Bg.

day night



Sc. 107

Pnl. A

Bg.

day night



Dialog:

(F) JAKE!

Action:

Timing:

EPISODE #

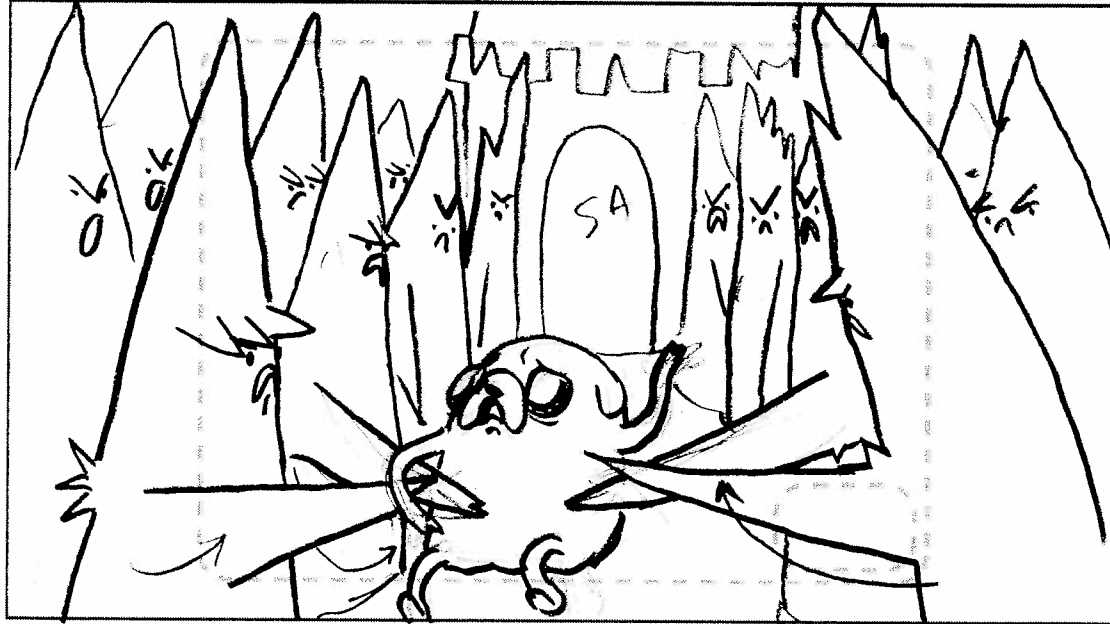
Production :

ADVENTURE TIME



Page 139A

Sc. 107 Pnl. B Bg. day night



Sc. 107 Pnl. C Bg. day night



Dialog:						
Action:						
Timing:						

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



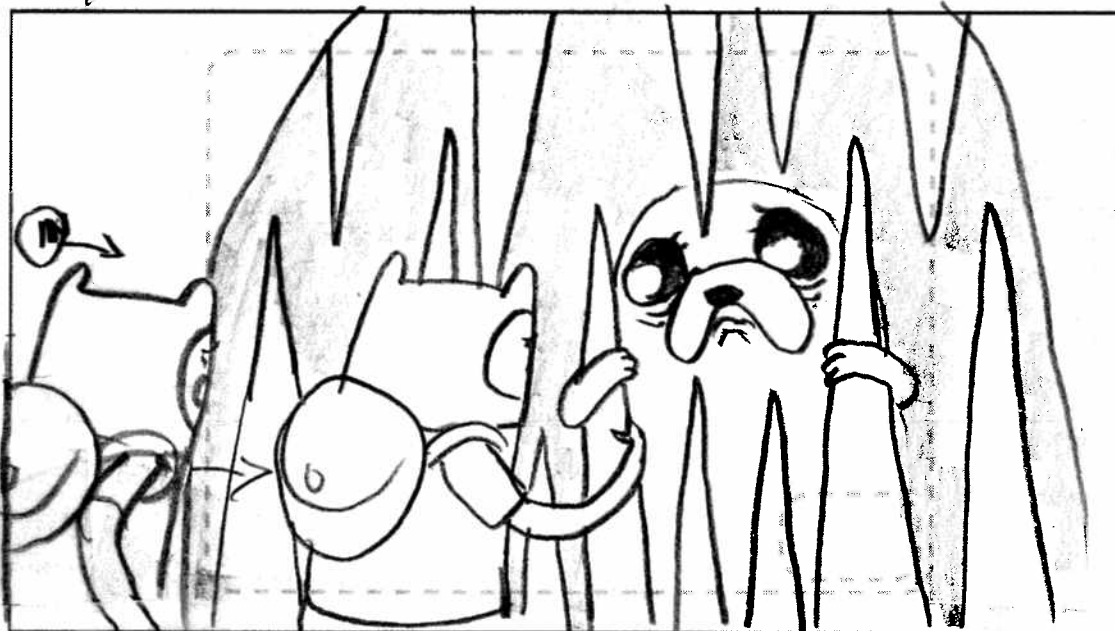
Page 140

Sc. 108

Pnl. A

Bg.

day night

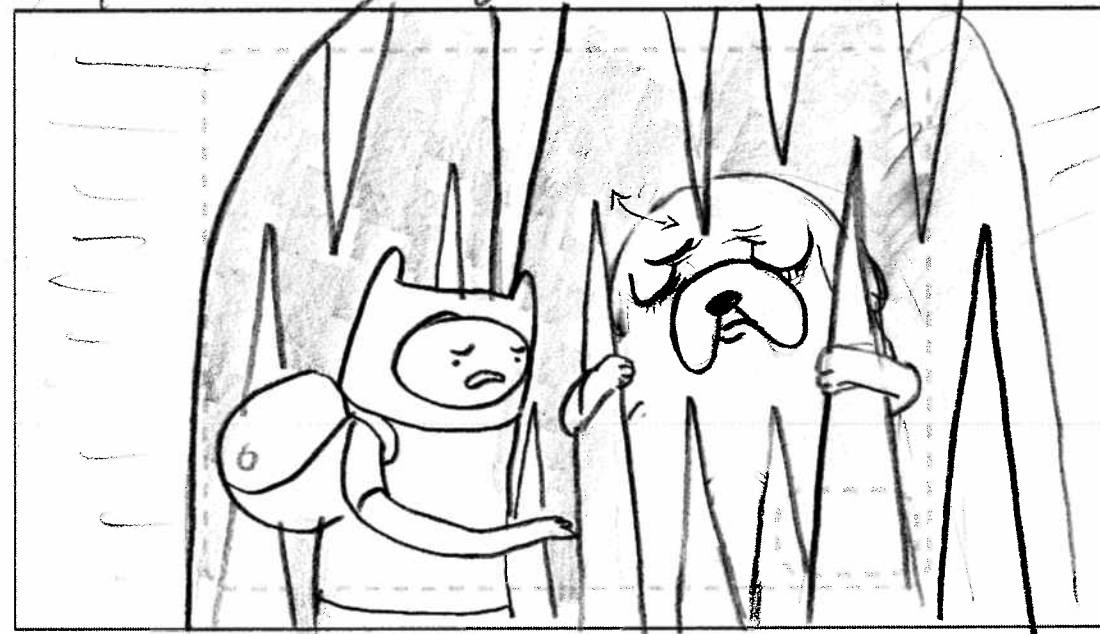


Sc. 109

Pnl. B

Bg.

day night



Dialog:

(F) I'll get you out of here..

(F) Somehow

Action:

Jake shakes his head

Timing:

EPISODE #

Production :

ADVENTURE TIME



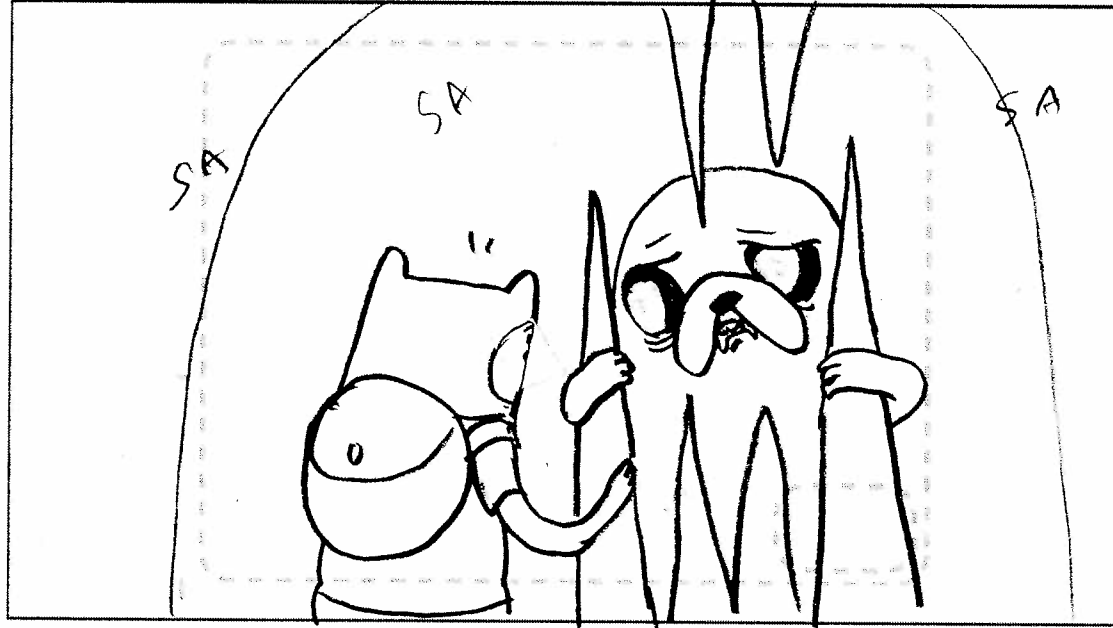
Page 141

Sc. 108

Pnl. C

Bg.

day night

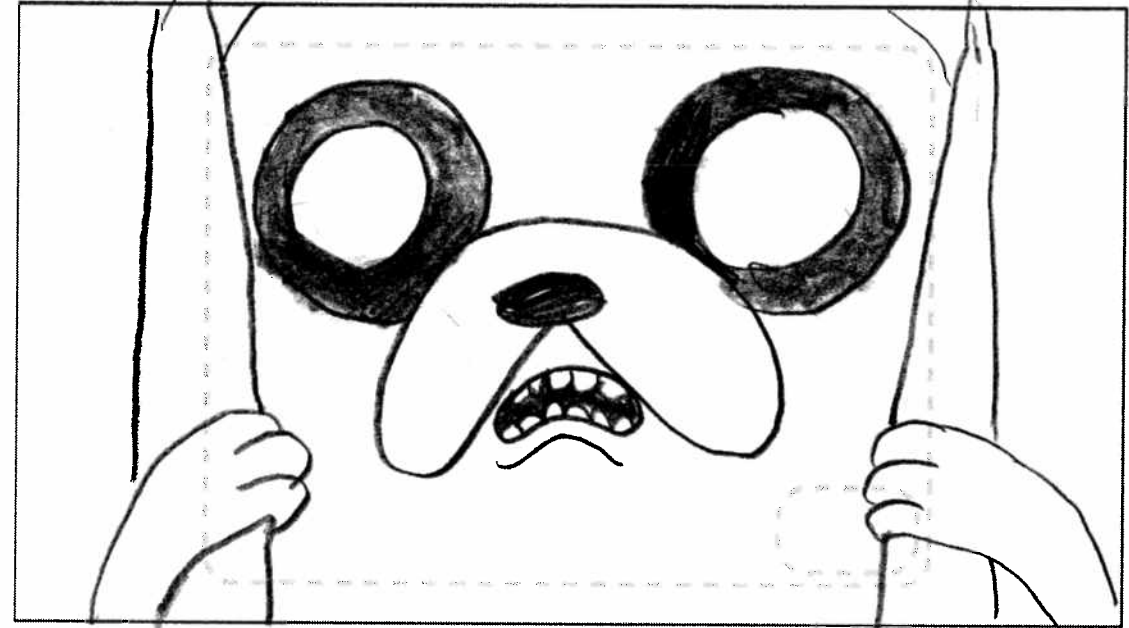


Sc. 109

Pnl. A

Bg.

day night



Dialog:	(J) No finn. I belong behind bars. Look at the evidence:	(J) First, the footprints, then the cubey eyewitnesses..
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME



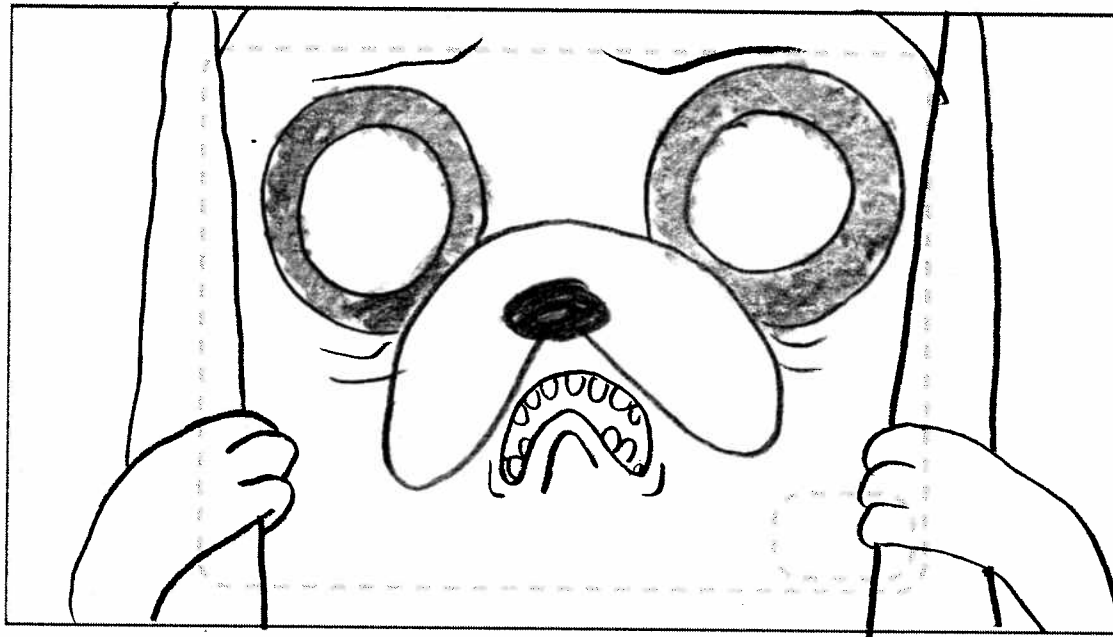
Page 142

Sc. 109

Pnl. B

Bg.

day night

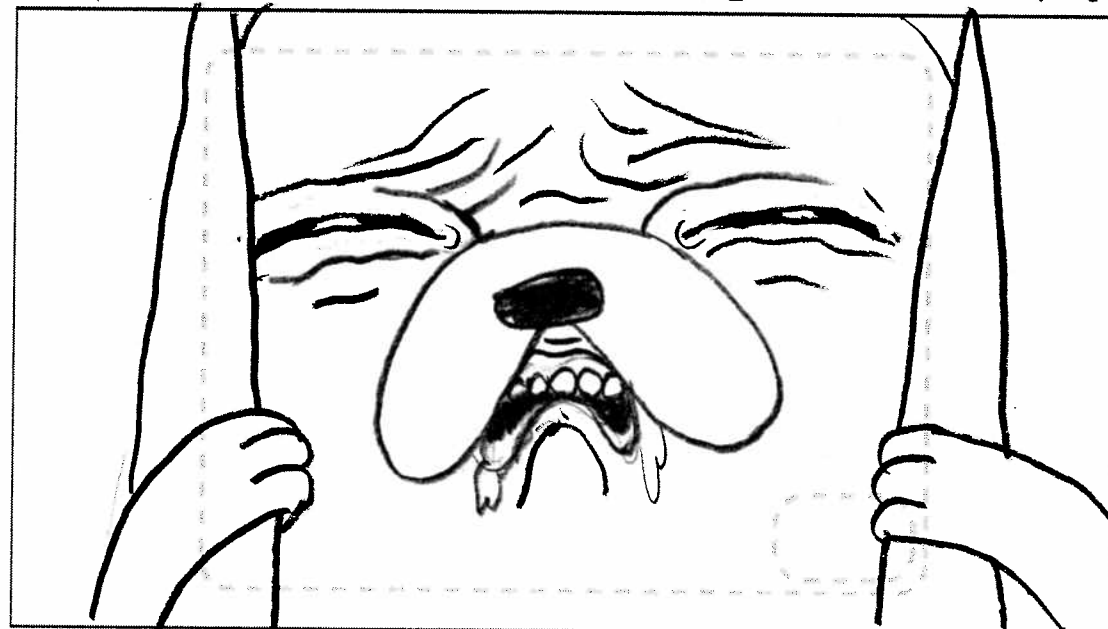


Sc. 109

Pnl. C

Bg.

day night



Dialog: (J) Now this photo!

Action:

Timing:

(J) ^(whisper) I really am the Gut Grinder!

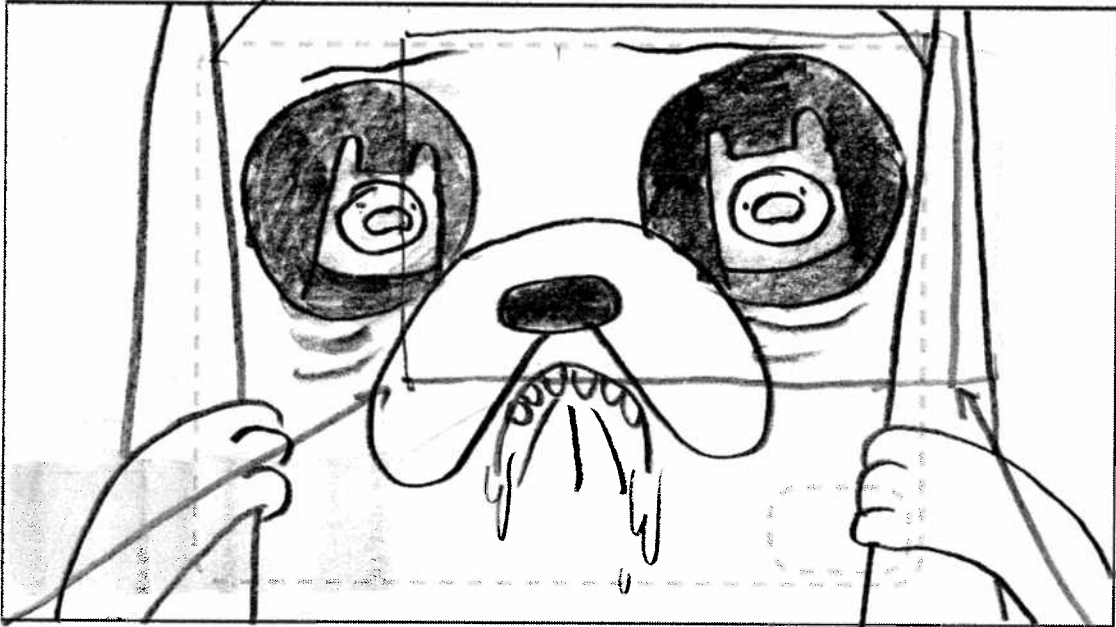
EPISODE #

Production :

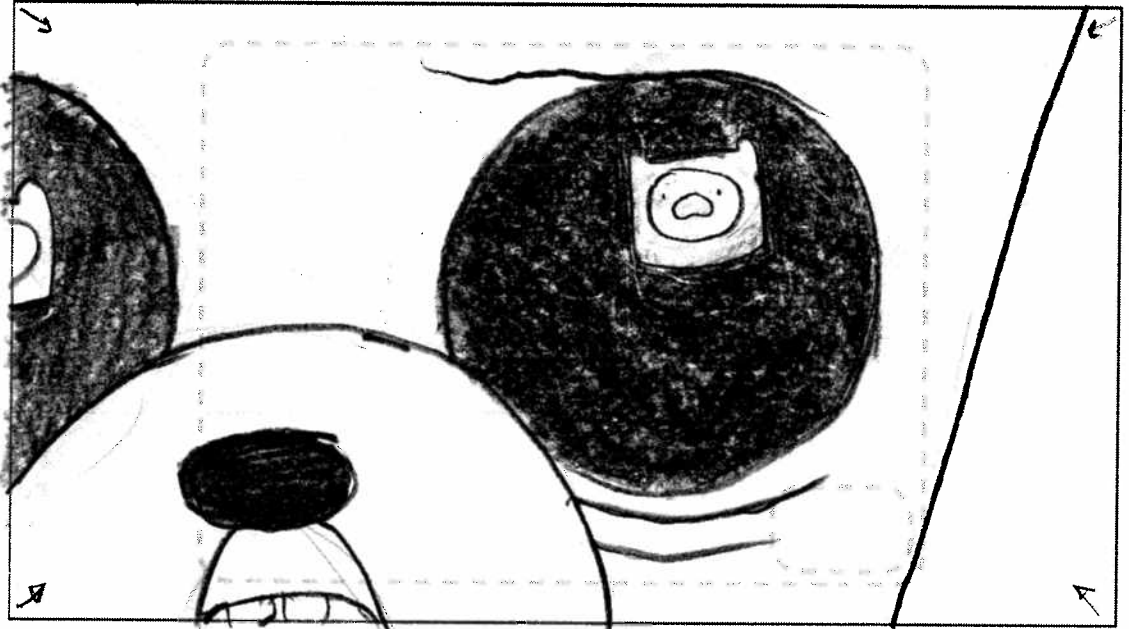
ADVENTURE TIME



Sc. 109 Pnl. D Bg. day night



Sc. 109 Pnl. E Bg. day night



Dialog:	(F) BUDDY! listen to me!	(E) You've been my best friend for as long as I can remember.
Action:	(TRUCK IN) (Jake's Puples are Finn's Face)	(DRIFT IN)
Timing:		

EPISODE #

Production :

ADVENTURE TIME



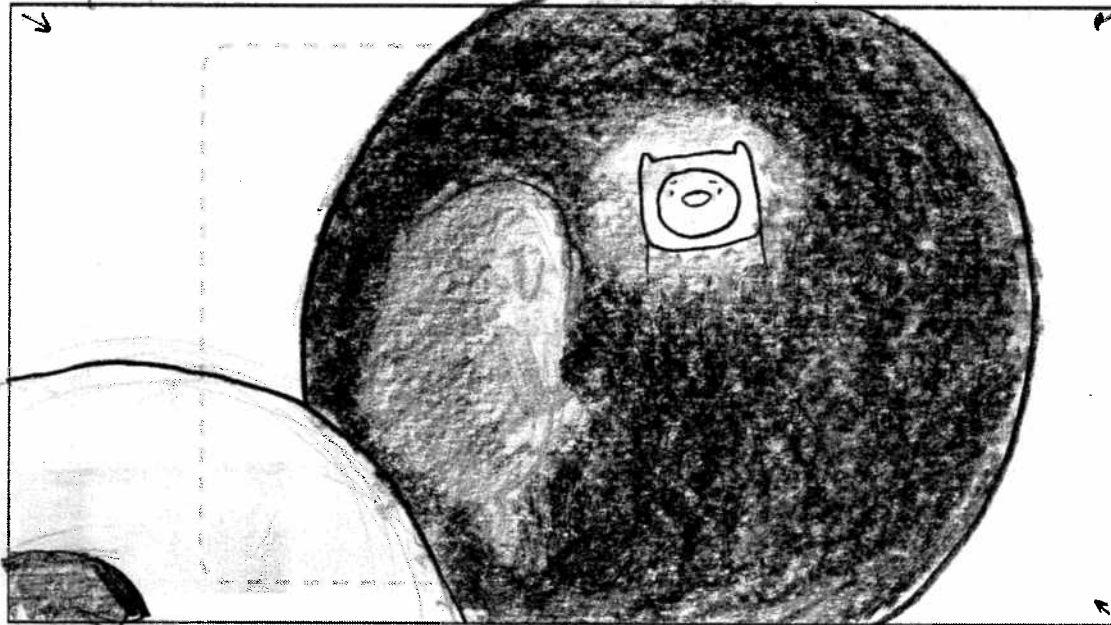
Page 144

Sc. 109

Pnl. F

Bg.

day night

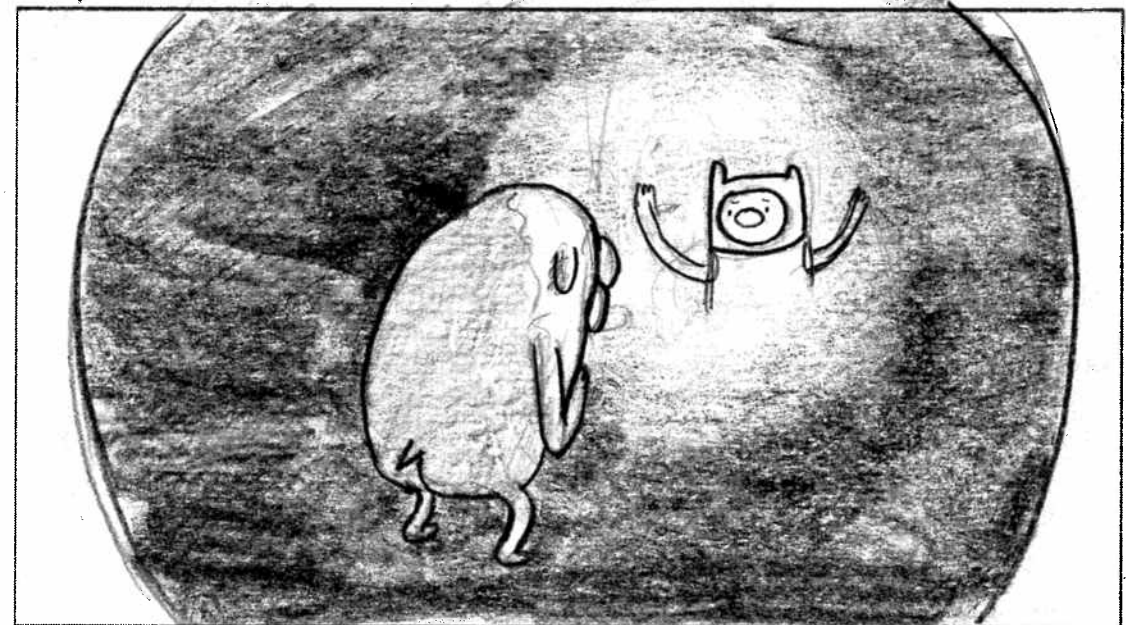


Sc. 109

Pnl. G

Bg.

day night



Dialog:

(F) That's enough evidence to prove to me that → you're no monster!

(J) ... then ...

Action:

cont. Drift into Jake's eyeball. Finn's head shrinks slightly and a halo of light forms behind it. hazy shape of Jake appears

Light behind Finn grows brighter and bigger, diffusing into entire circle of Jake's eyeball

Timing:

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

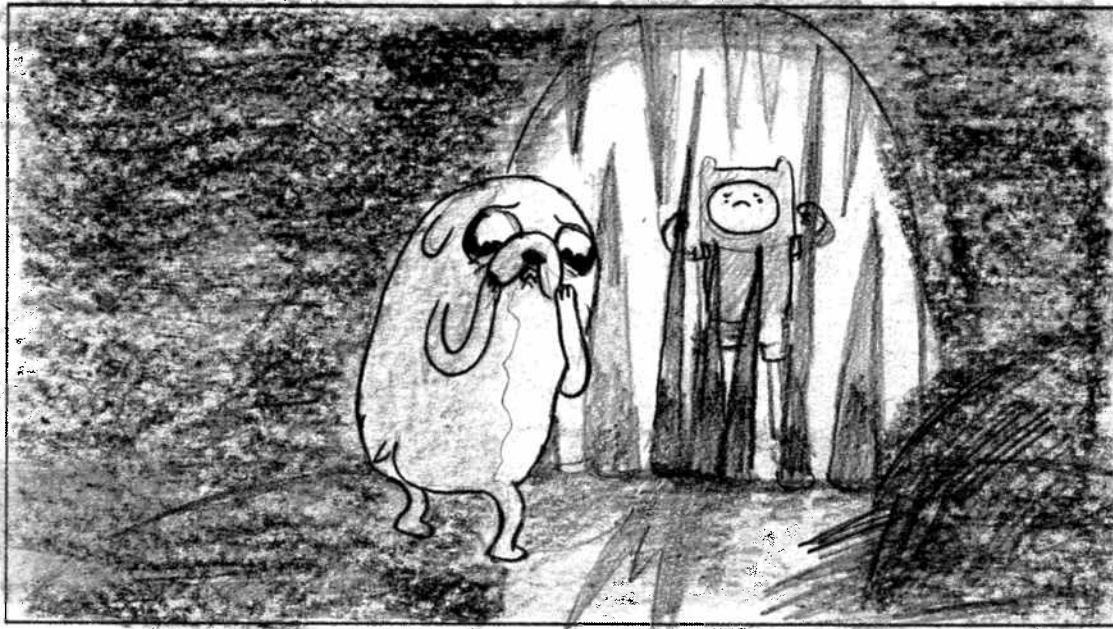


Sc. 109

Pnl. H

Bg.

day night

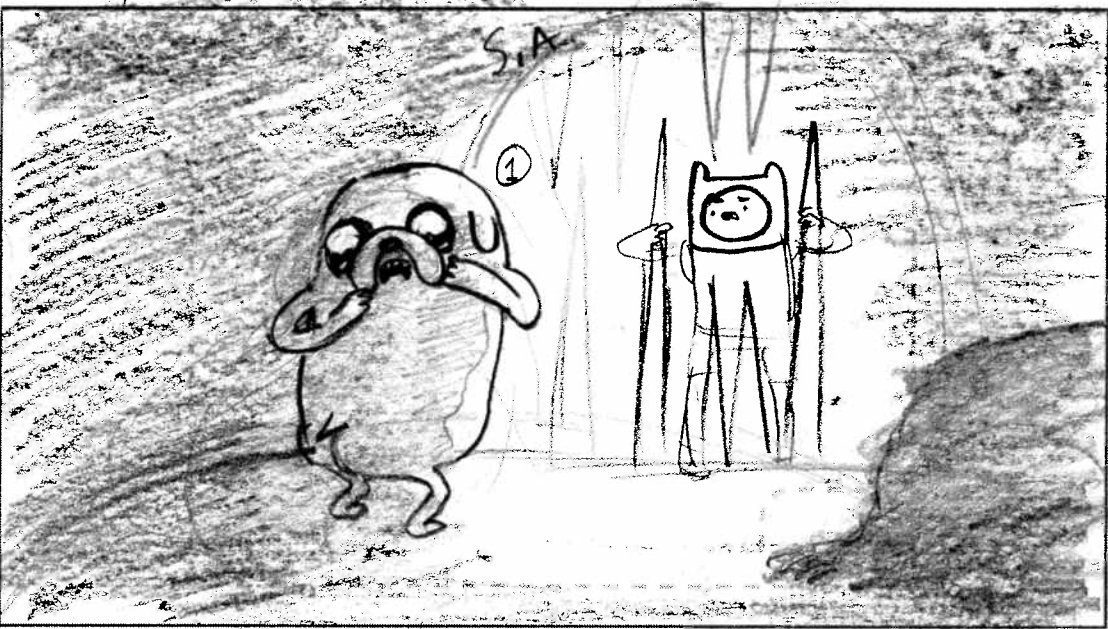


Sc. 109

Pnl. I

Bg.

day night



Dialog:	① ... why am I in jail?	② only Gut+Grinders go to jail!
Action:	(end drift) prison entrance & finns body are defined. light in cell diffuses so we can start	
Timing:	seeing its shape.	shadows

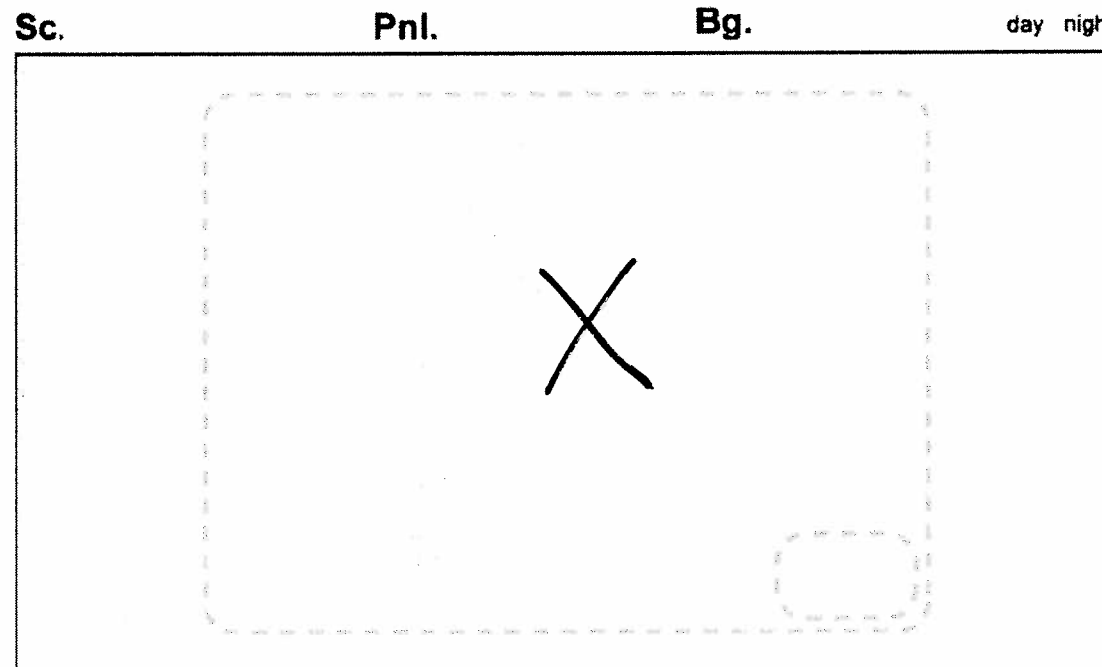
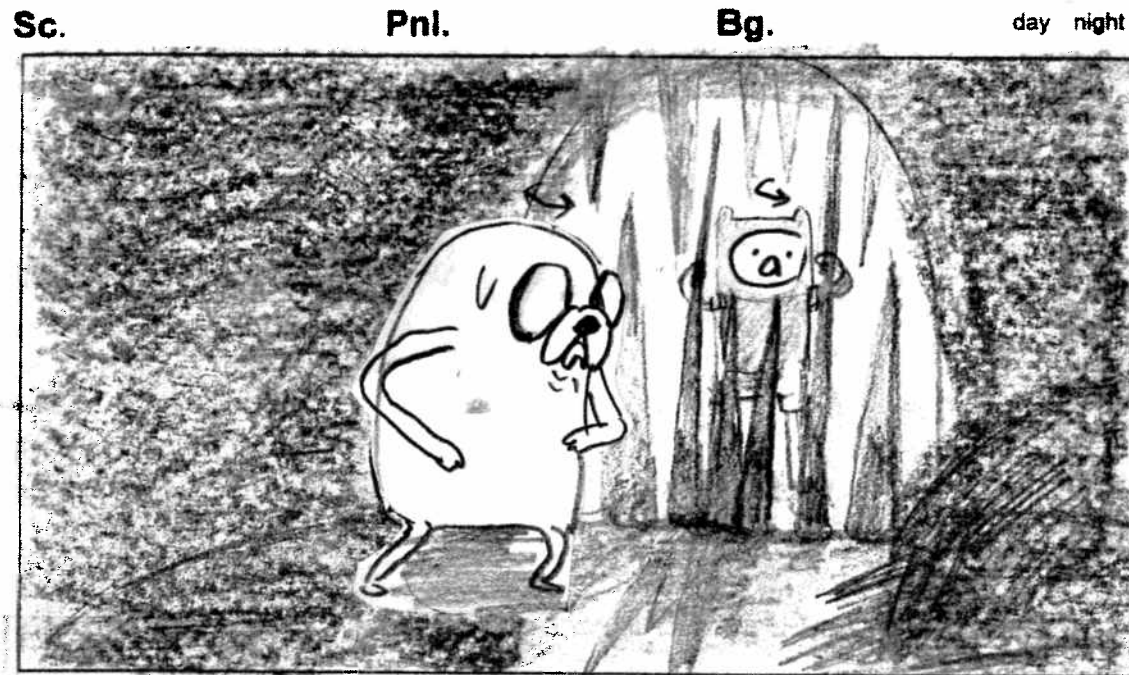
EPISODE #

Production :

ADVENTURE TIME



Page 145 A



Dialog:

Old man
(in the shadows)
I'm in jail!

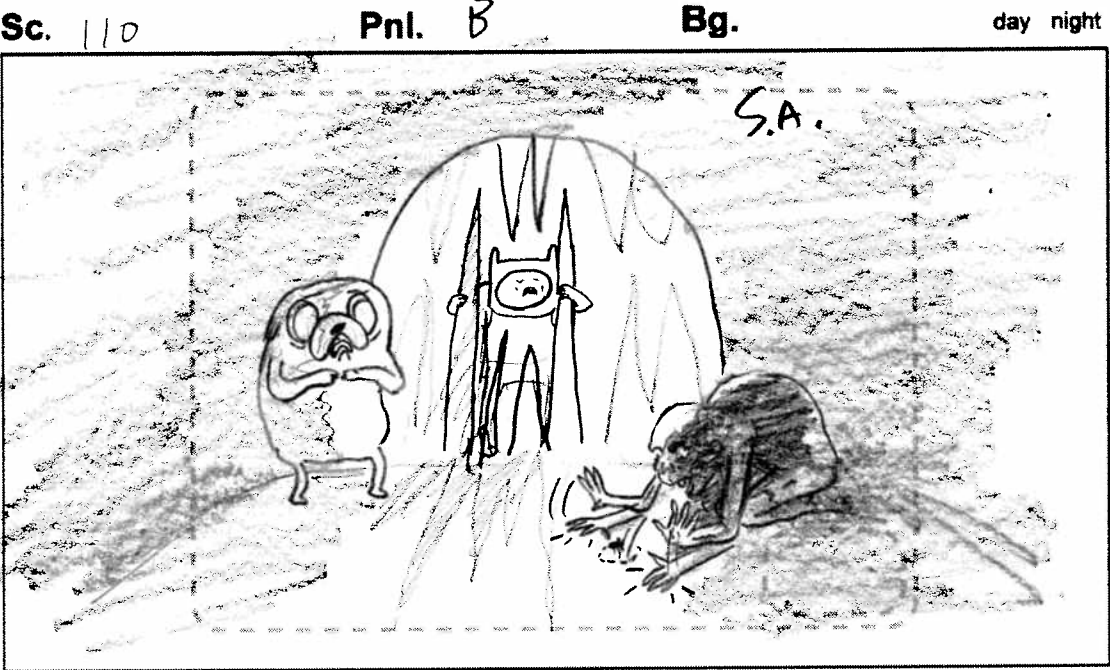
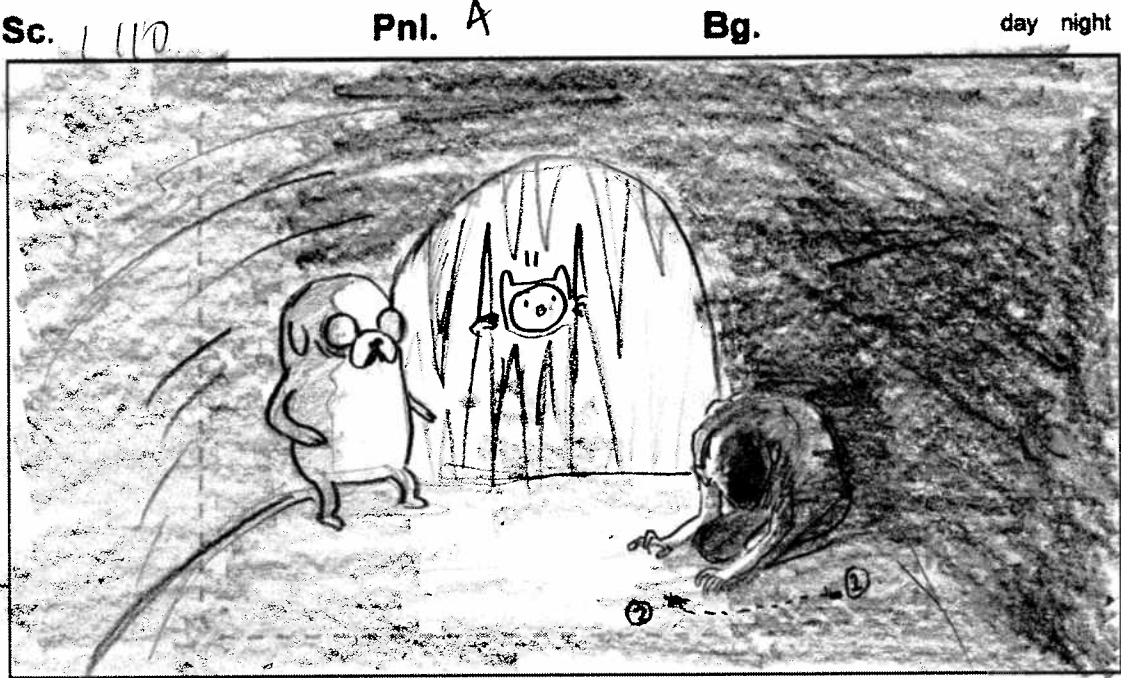
Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:	<p>old man ... And I'm not the Gut grinder! (Old man's hands*thapita+hap*)</p> <p>(F&T) huhhh??</p>	
Action:	182 - Bug crawls out of the shadows	① old man turns into the light starts slapping the ground
Timing:		

EPISODE #

Production :

ADVENTURE TIME

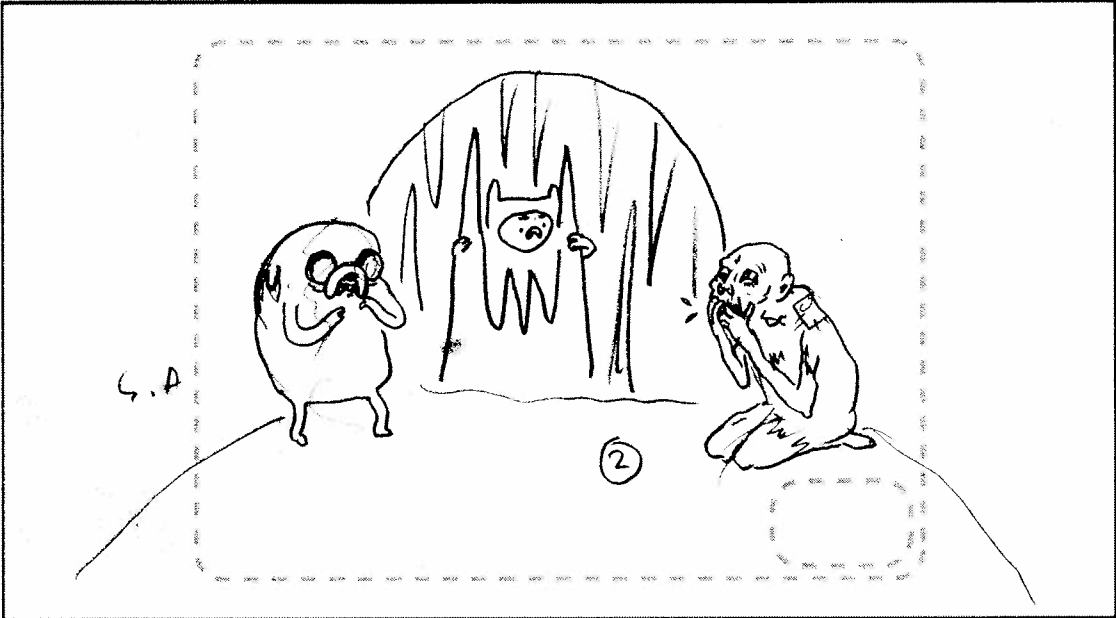


Sc. 110

Pnl. C

Bg.

day night



Sc. 111

Pnl. A

Bg.

day night

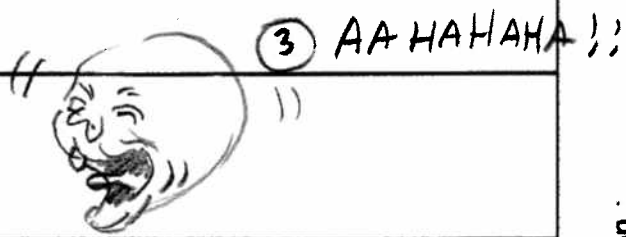


Dialog:

Old man I'm here for the FREE GRUB!

② (scarfing sounds)

Action:



Timing:

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

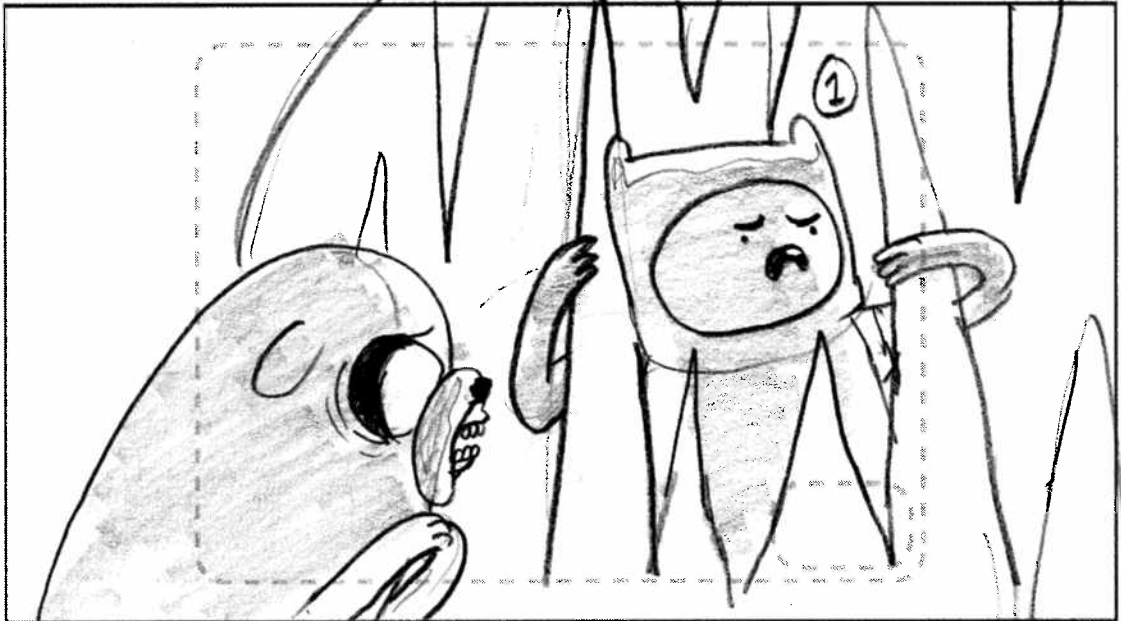


Sc. 112

Pnl. A

Bg.

day night

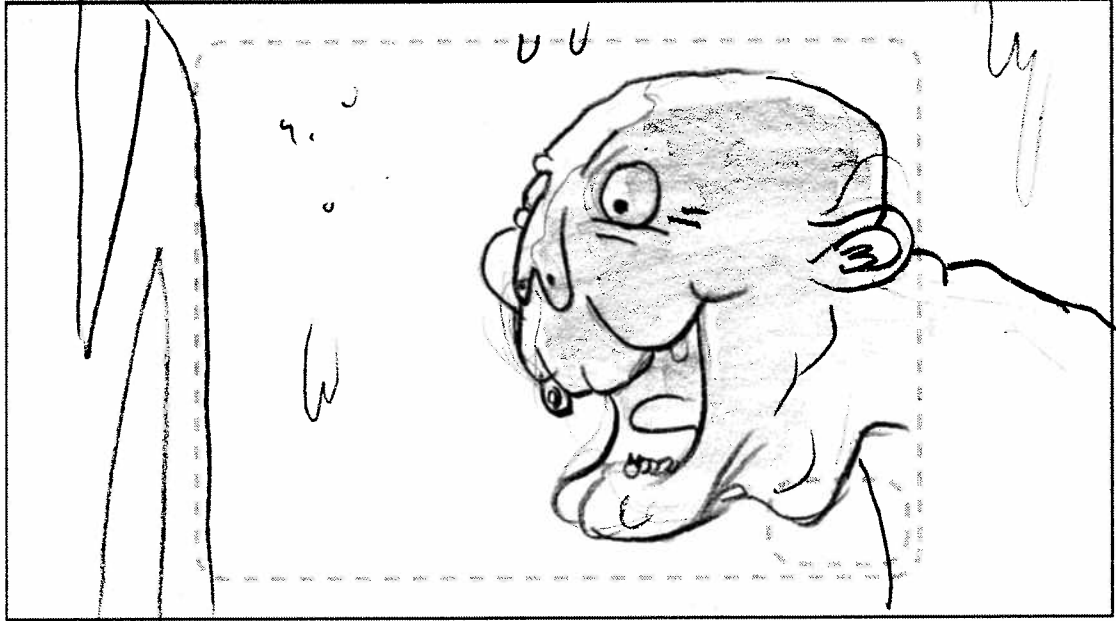


Sc. 113

Pnl. A

Bg.

day night



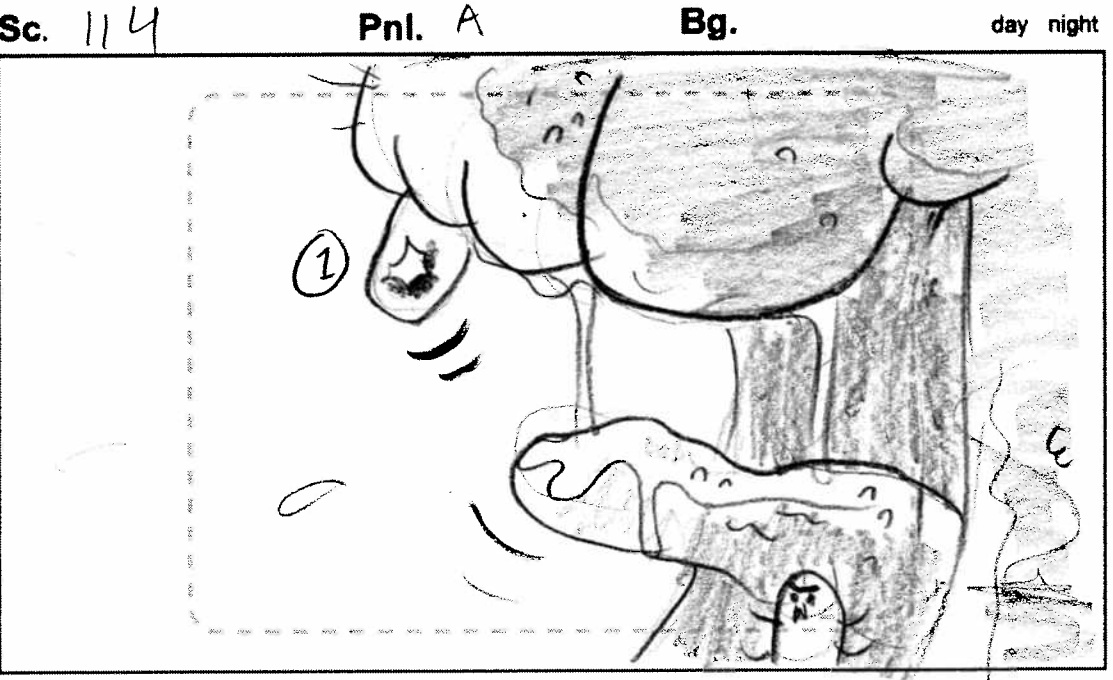
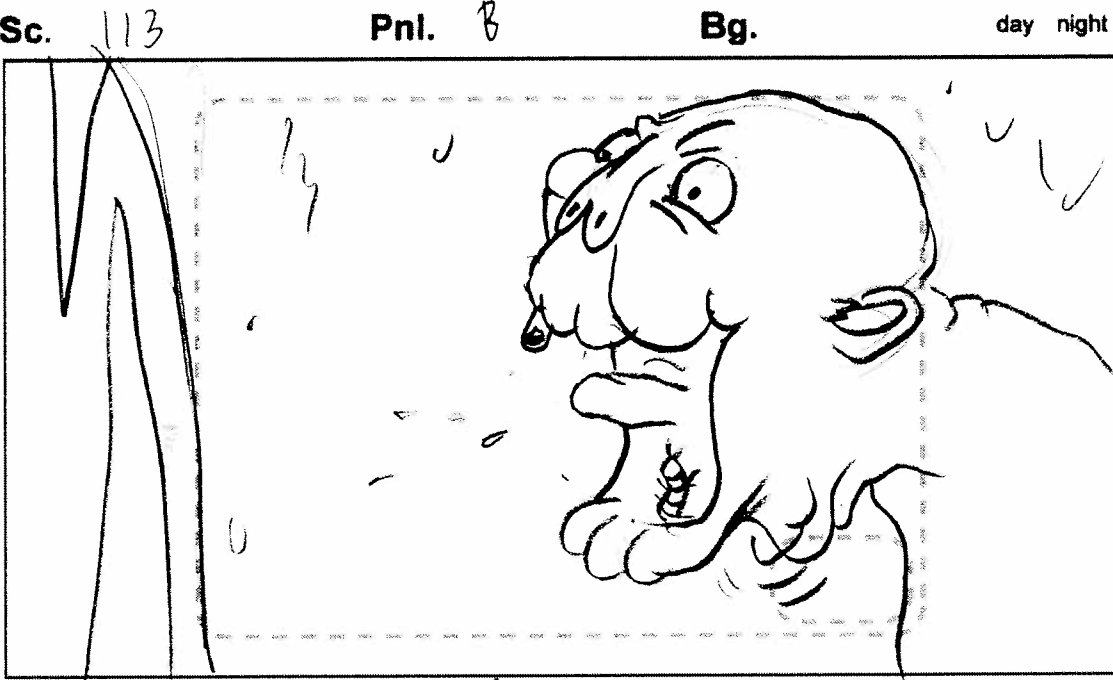
Dialog:	(F) GAH! (old man still laughing)		(old man) I hope my diet doesn't
	(F) I gotta get you		BUG you!
Action:	(2)	OUTTA HERE!	(2) wink on "Bug"
Timing:			

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and need not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<p>(old man) Aha hoh a hoh a!!!</p> <p>(G.M.) Ha ho ho!</p>
Action:	<p>old man's adam's apple wobbles</p> <p>(2) (3) (4) C.U. old man's mouth Tooth shines</p>
Timing:	

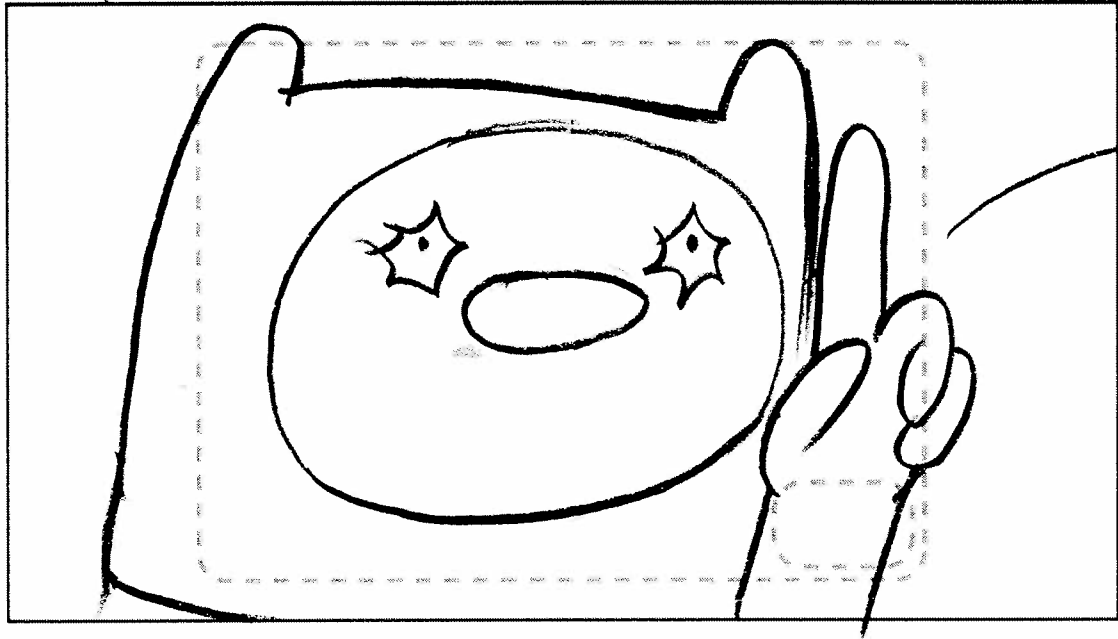
EPISODE #

Production :

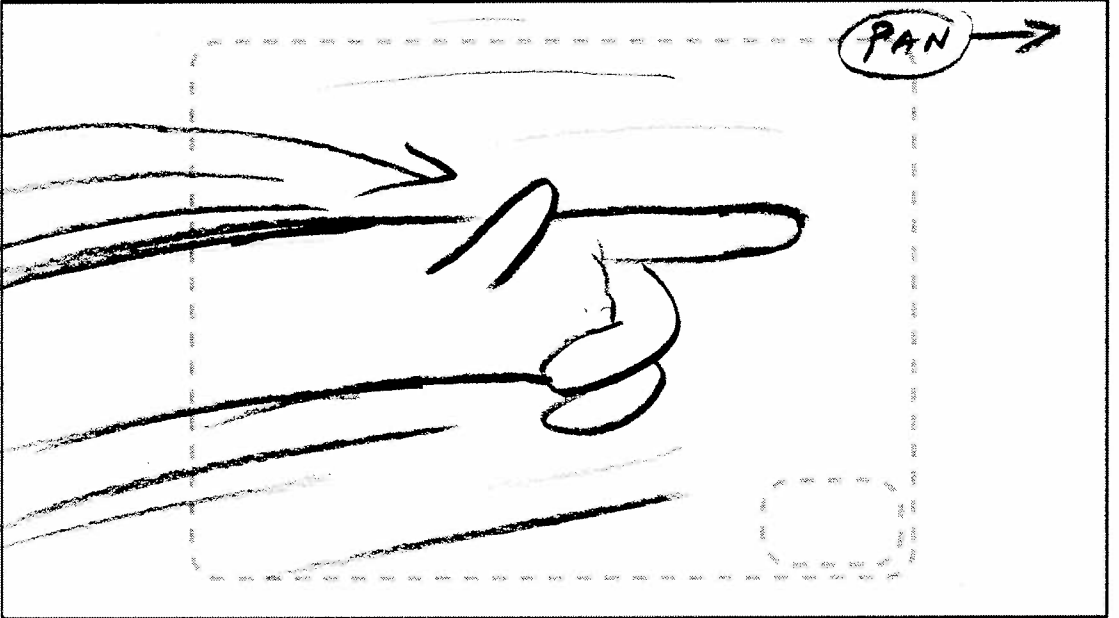
ADVENTURE TIME



Sc. 115 Pnl. 4 Bg. day night

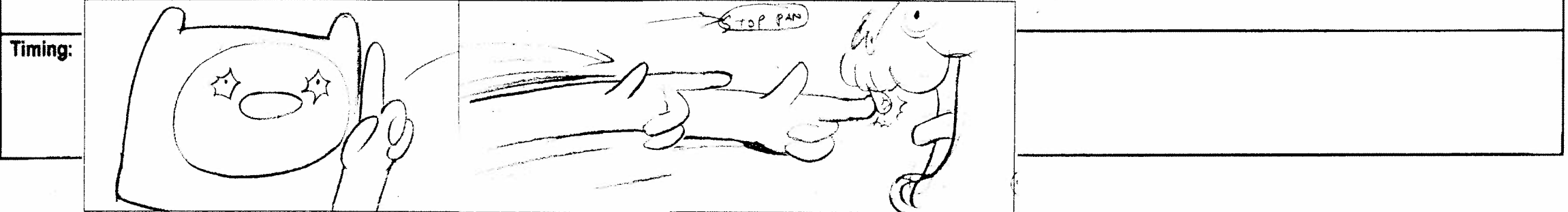


Sc. 115 Pnl. 6 Bg. day night



Dialog: (F) WAIT!

Action: FINN points pan follows his finger through the air



EPISODE #

Production :

ADVENTURE TIME

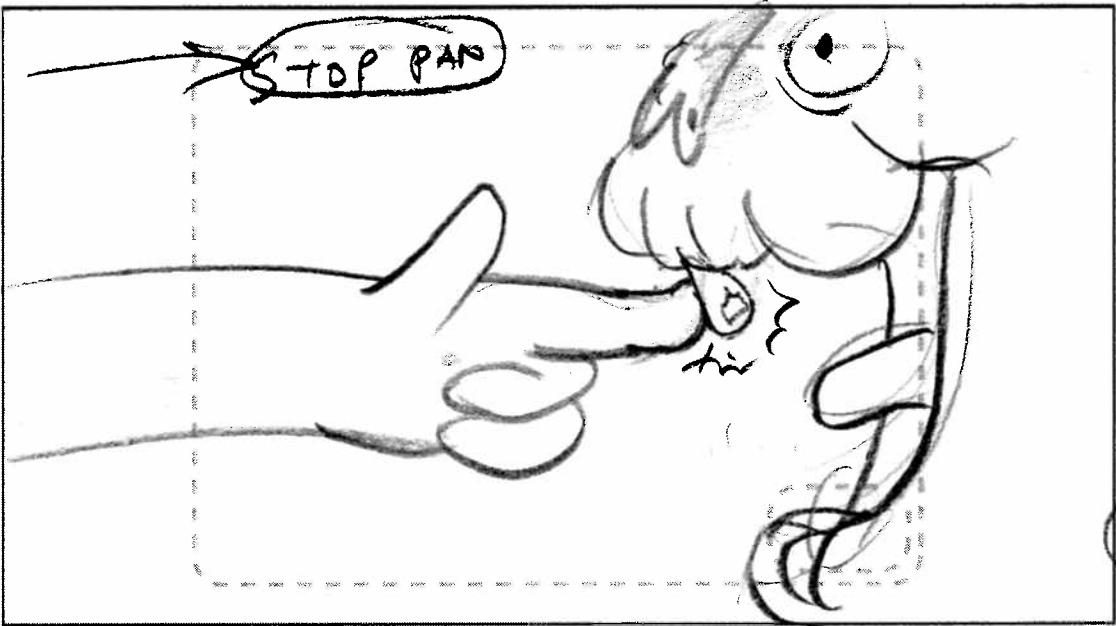


Sc. 115

Pnl. C

Bg.

day night

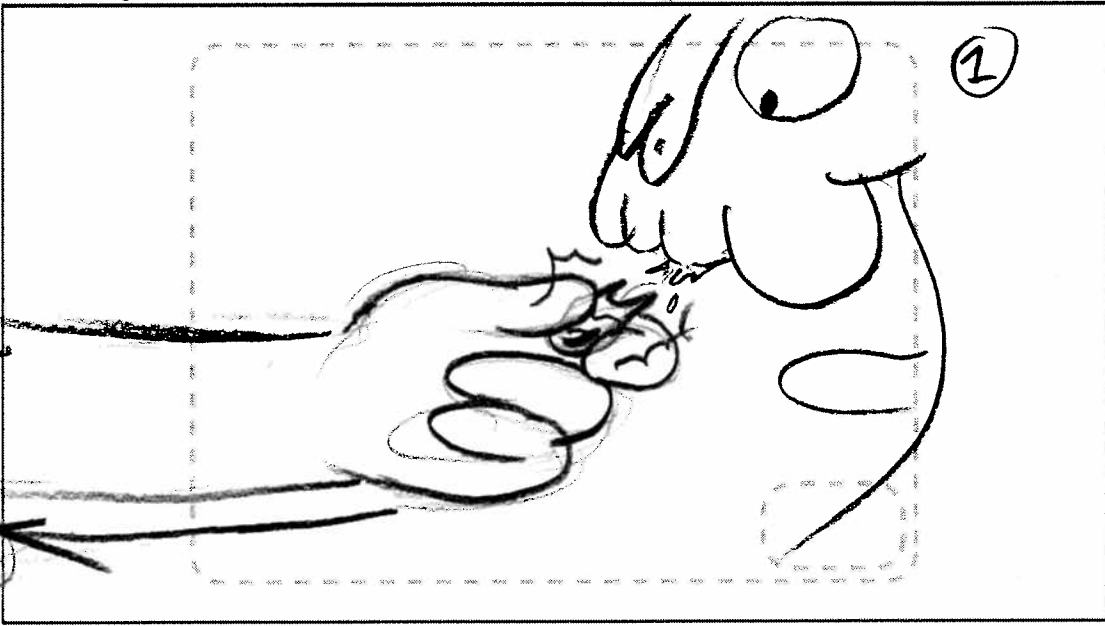


Sc. 115

Pnl. D

Bg.

day night



Dialog:

(F)

I got

an idea! (point)

Action:

Finn grabs gold tooth

Timing:

EPISODE #

Production :

ADVENTURE TIME



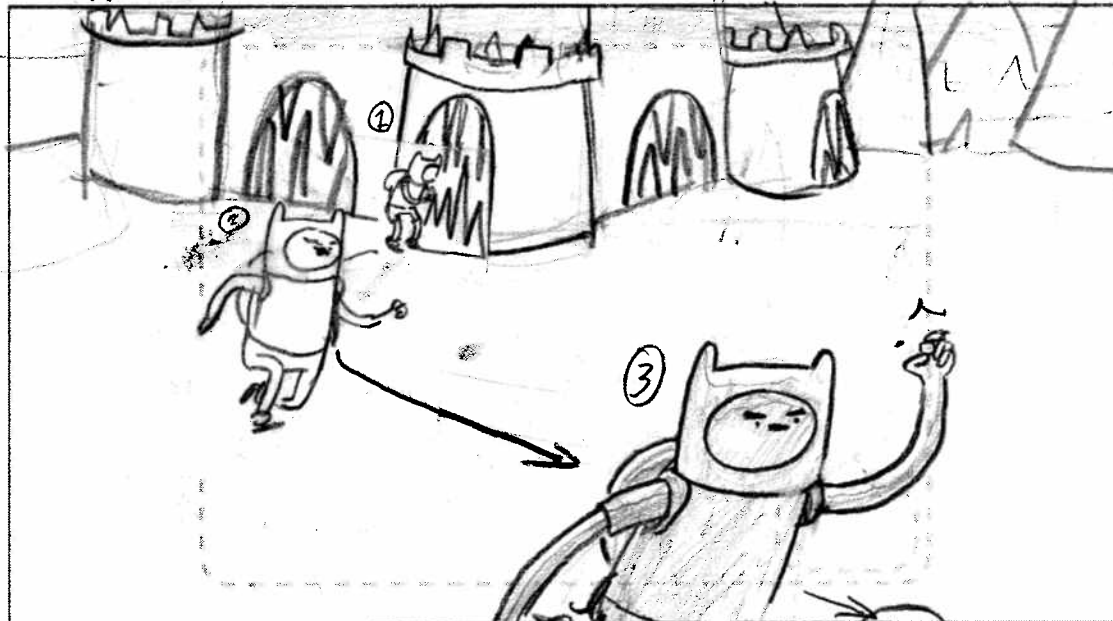
Page 62

Sc. 116

Pnl. A

Bg.

day night



Sc. 117

Pnl. A

Bg.

day night



Dialog:

(F) Hey Gut Grinder!

Action:

Finn runs from jail cell into street

moon light

Timing:

EPISODE #

Production :

ADVENTURE TIME

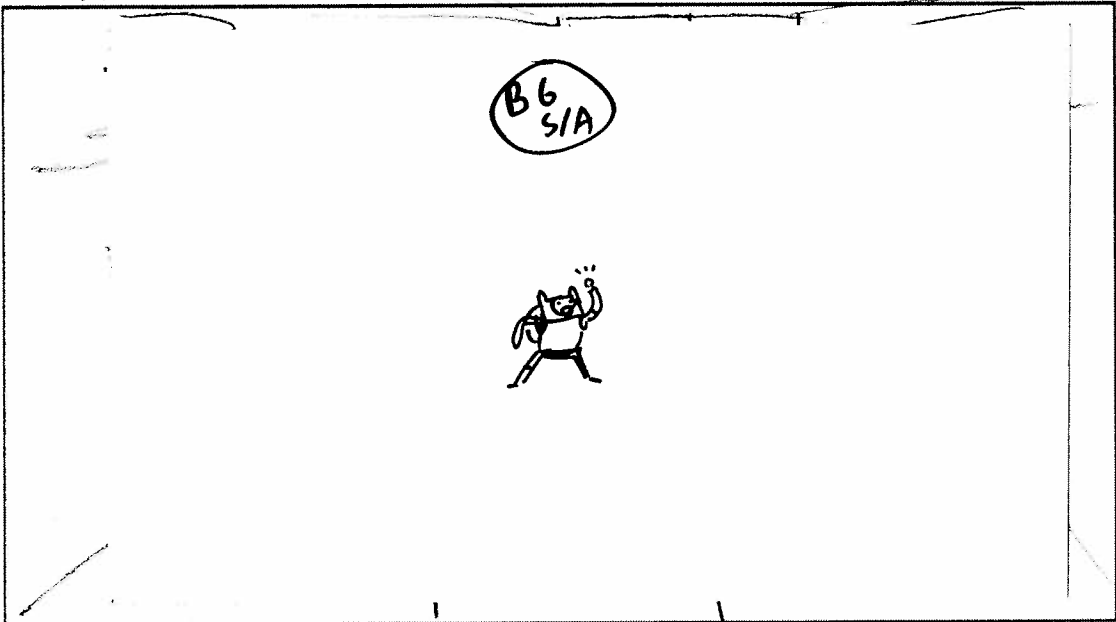


Sc. 117

Pnl. B

Bg.

day night

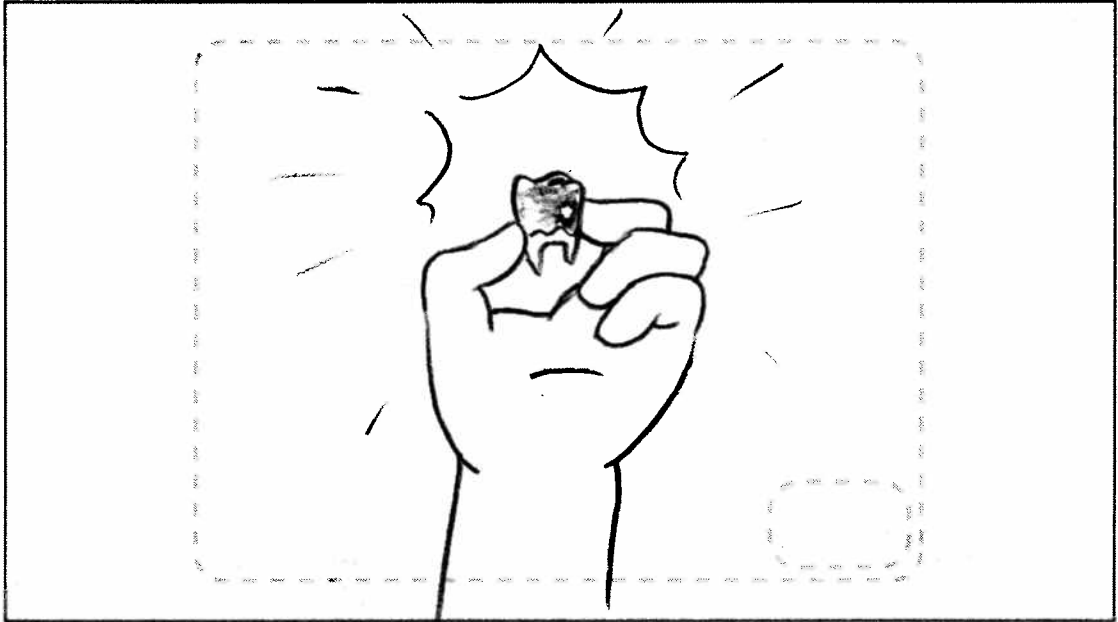


Sc. 117

Pnl. C

Bg.

day night



Dialog: (F) I Got some GOLD here that you missed!

(F) COME N' GET IT !!

Action: Truck in arowd hand / tooth

Timing:

EPISODE #

Production :

ADVENTURE TIME



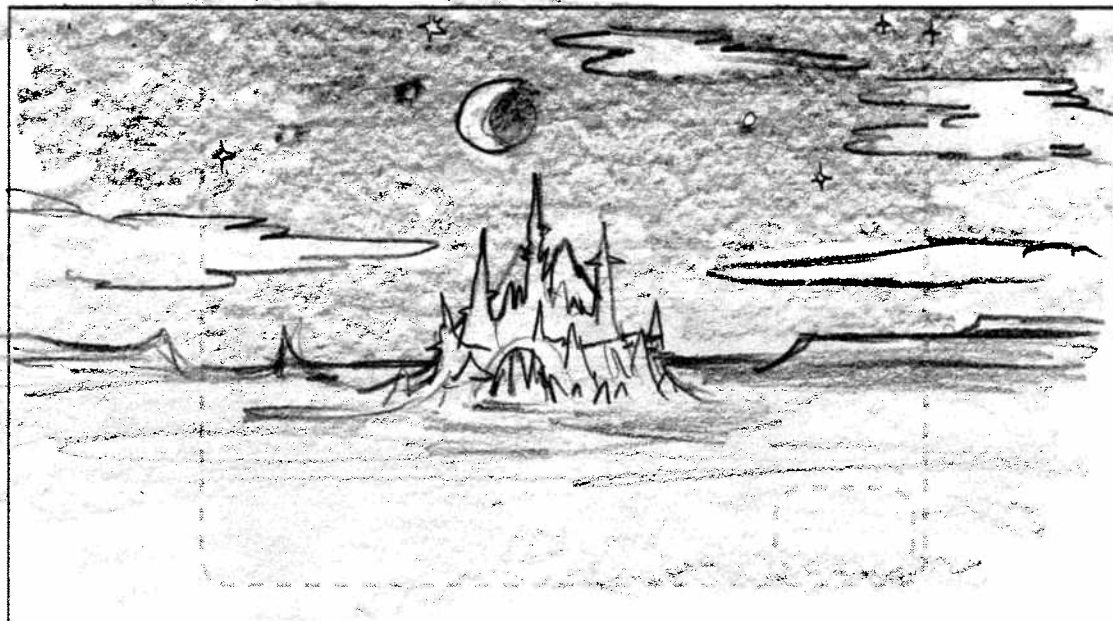
Page 154

Sc. 118

Pnl. A

Bg.

day night

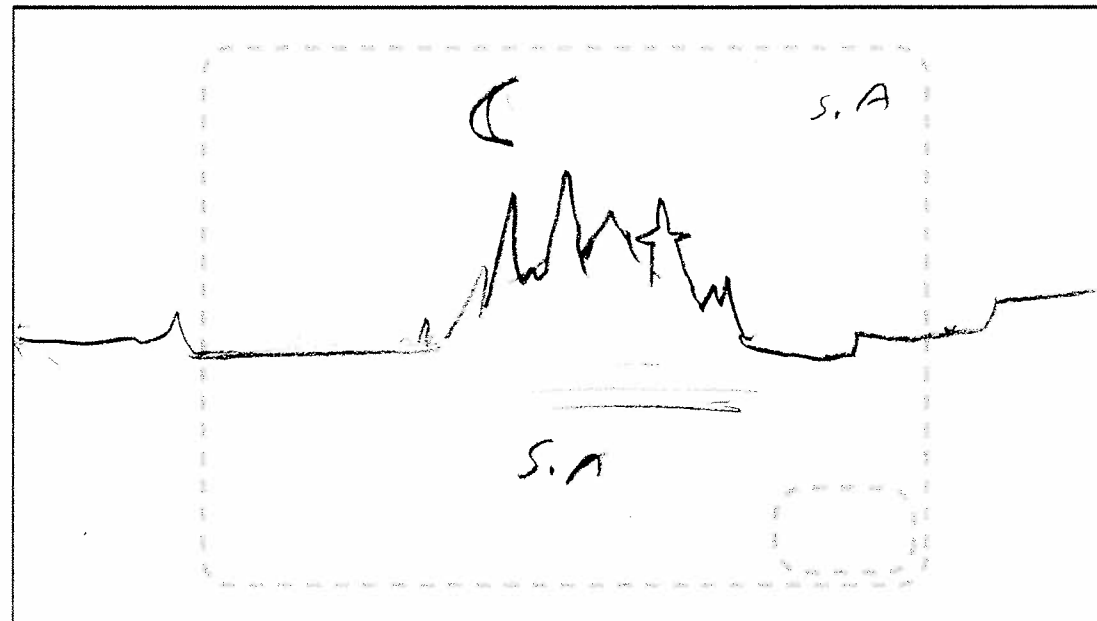


Sc. 118

Pnl. B

Bg.

day night



Dialog:

* wind blowing quietly *

{ * Rumble * }

Action:

Night view of the spiky village.

Timing:

EPISODE #

Production :

ADVENTURE TIME



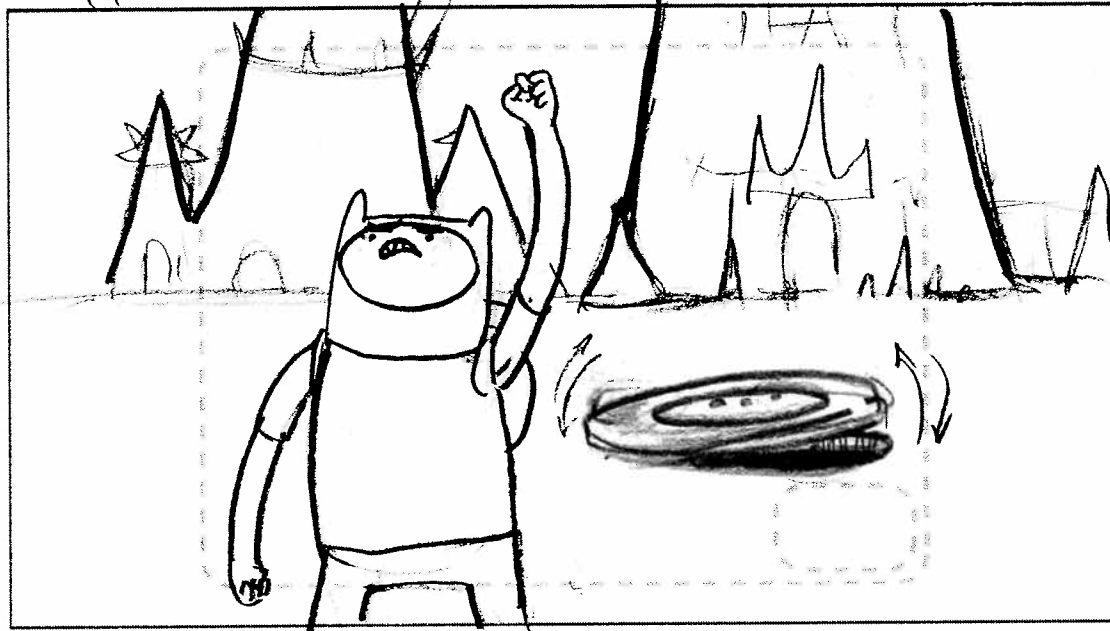
Page 155

Sc. 119

Pnl. A

Bg.

day night

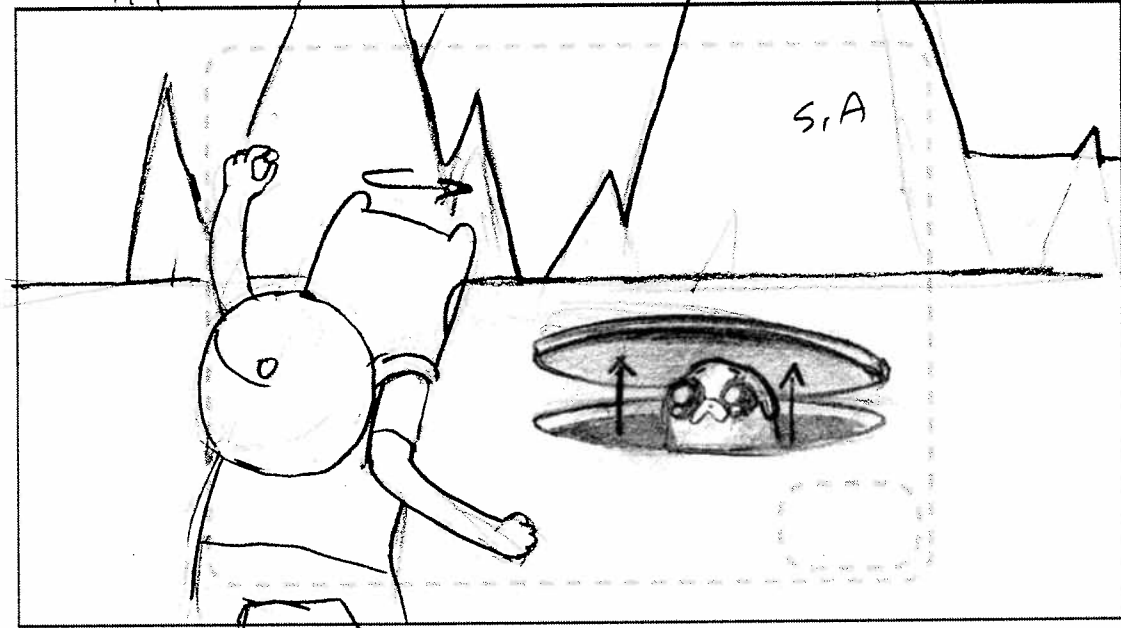


Sc. 119

Pnl. B

Bg.

day night



Dialog: (metallic rumbling)

Action: man hole cover shakes

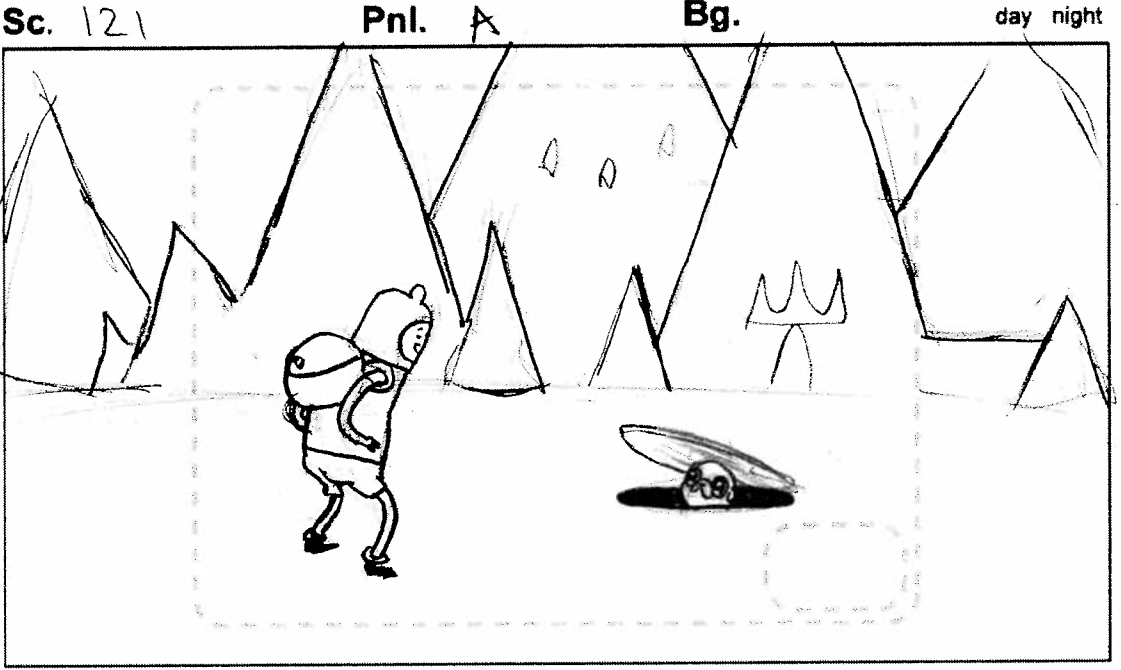
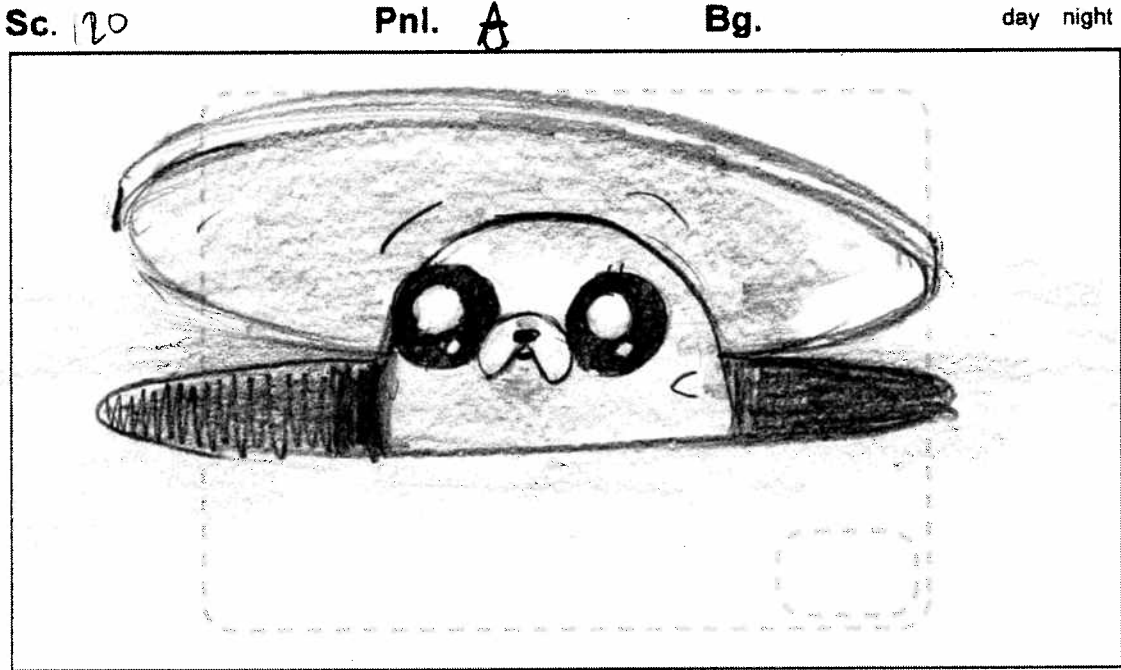
Timing:

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and need not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	(G) *squeak!*	(F) woh... you're the gut grinder? You're cuter than Jake!
Action:	G6 shakes head slightly but does not change expression when he squeaks	
Timing:		

EPISODE #

Production :

ADVENTURE TIME

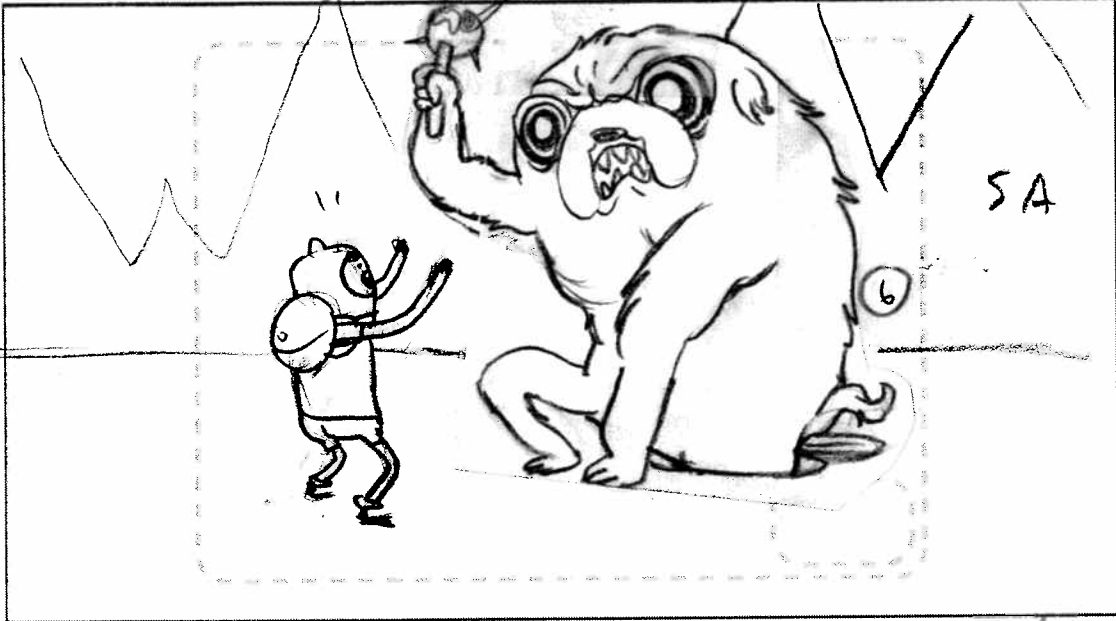


Sc. 121

Pnl. B

Bg.

day night



Sc. 122

Pnl. A

Bg.

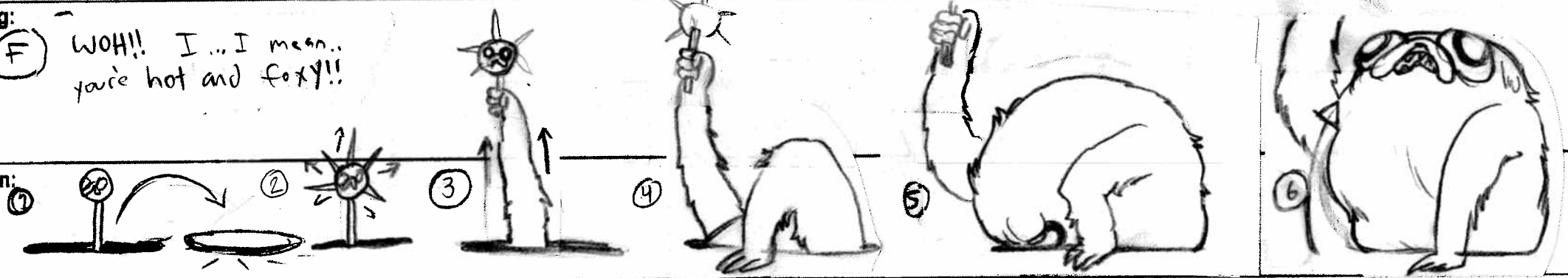
day night



Dialog:

(F) WOAH!! I...I mean...
you're hot and foxy!!

Action:



Timing:

① head rises
up, knocks manhole
cover off
② spikes come
out of head
3- 6 bb emerges from manhole

EPISODE #

Production :

ADVENTURE TIME



Page 158

Sc. 122

Pnl. B

Bg.

day night

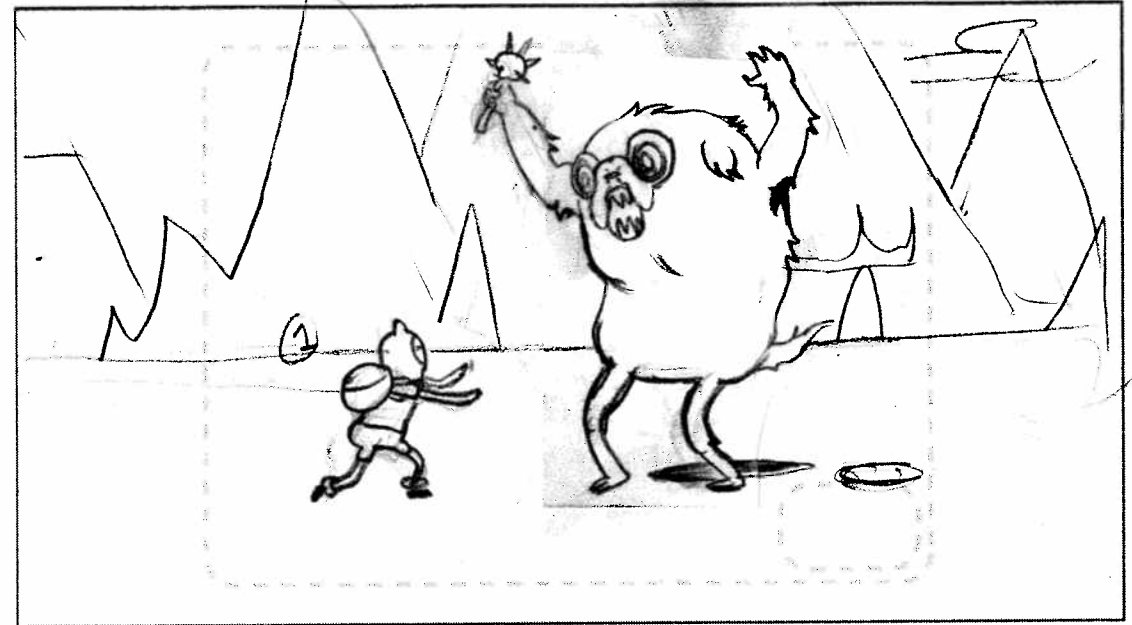


Sc. 123

Pnl. A

Bg.

day night

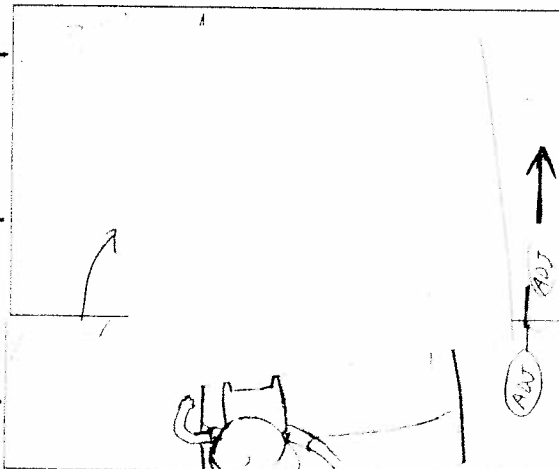


Dialog:

(66) grow m!

Action:

Timing:



PAN
UP

(2)



Finn turns away
from 66

EPISODE #

Production :

ADVENTURE TIME



Sc. 123

Pnl. B

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

Action:

GUT GRINDER CHASES FINN, LEAPS & KNOCKS FINN DOWN
(A TOOTH IS SENT FLYING)

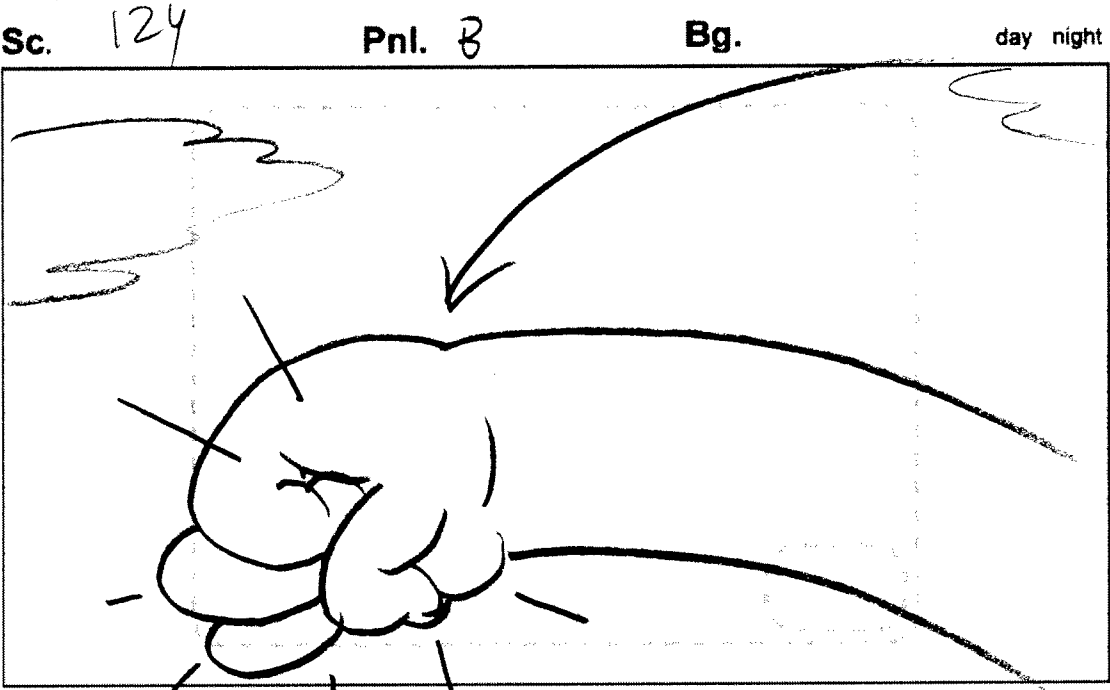
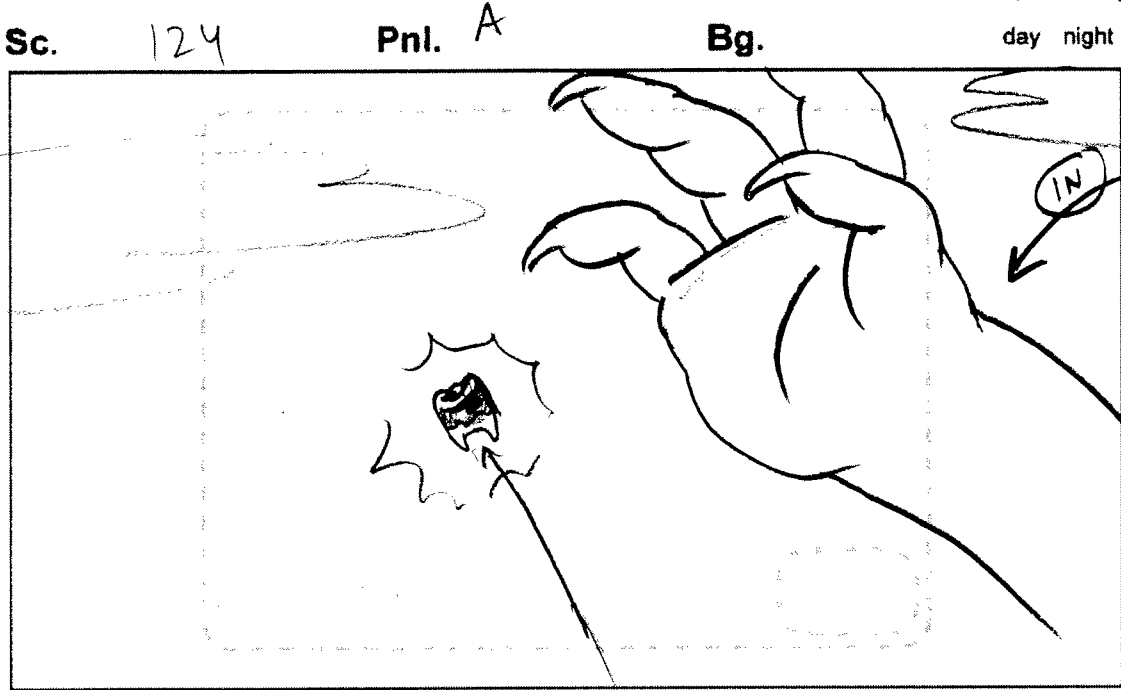
Timing:

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action: Tooth Flies thru the air
Timing:
bb catches tooth in his hand

EPISODE #

Production :

ADVENTURE TIME

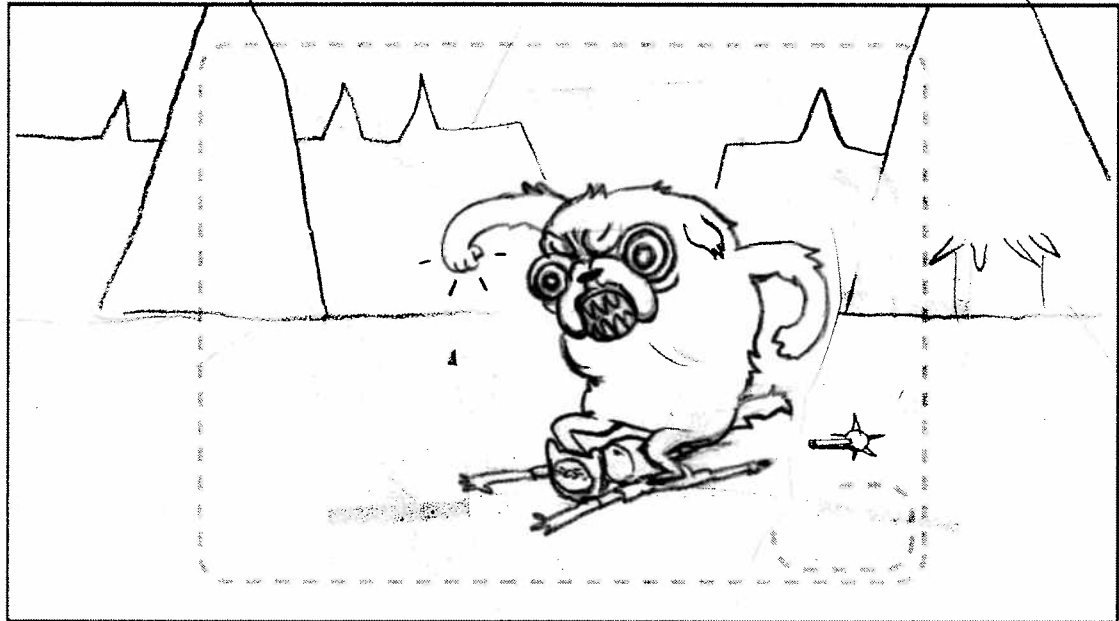


Sc. 125

Pnl. A

Bg.

day night

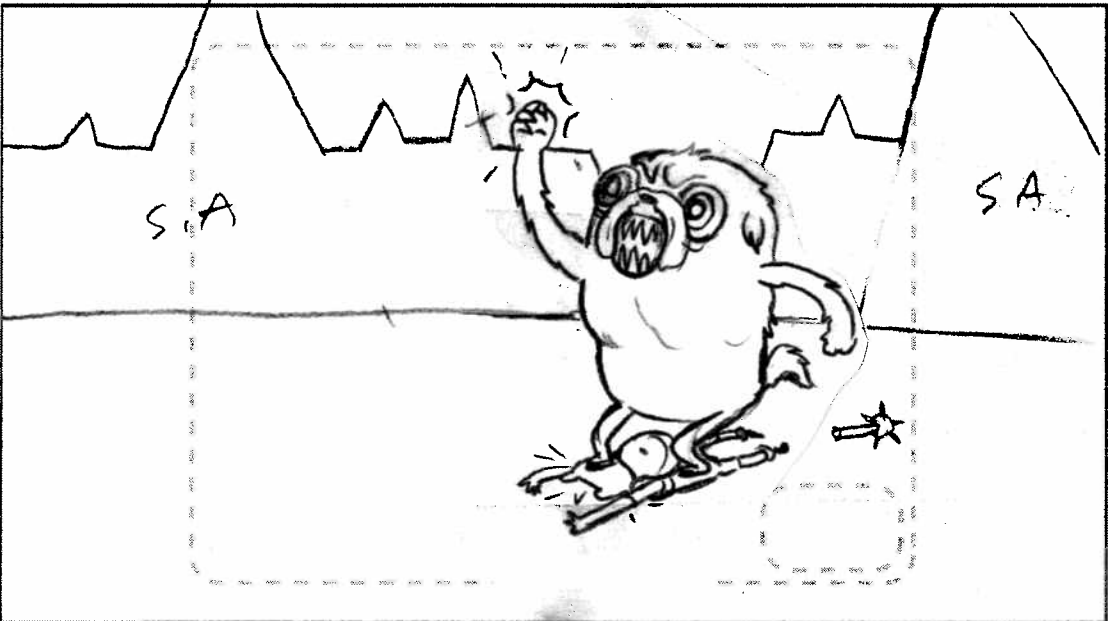


Sc. 125

Pnl. B

Bg.

day night



Dialog:	
Action:	
Timing:	

Get
GRINDER!
AAAAh!

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be shown from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

EPISODE #

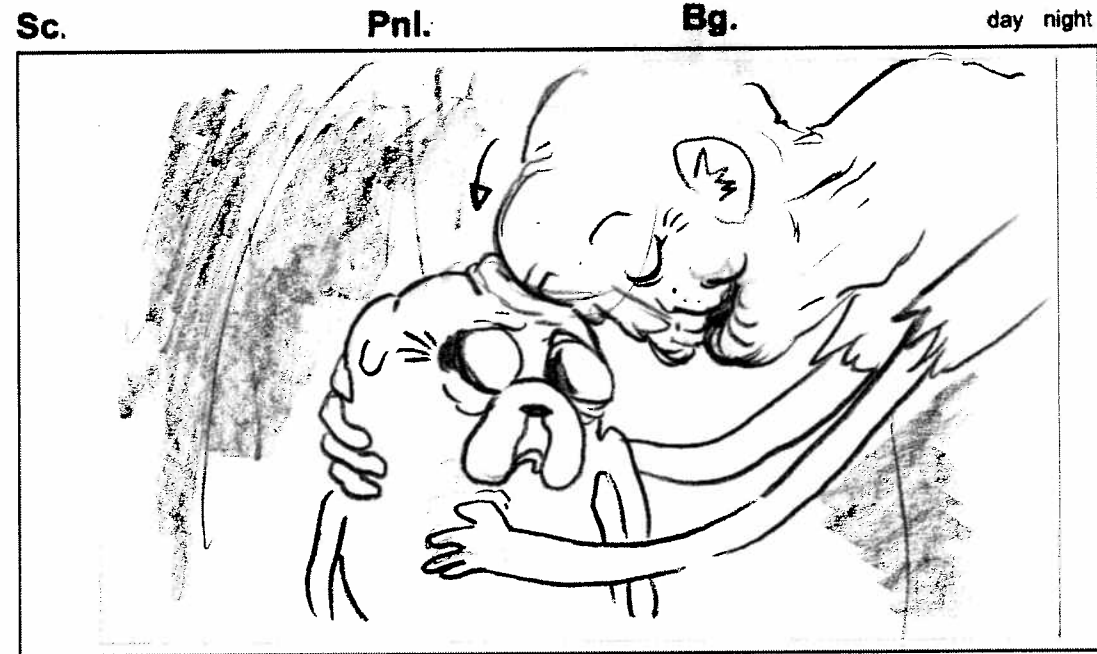
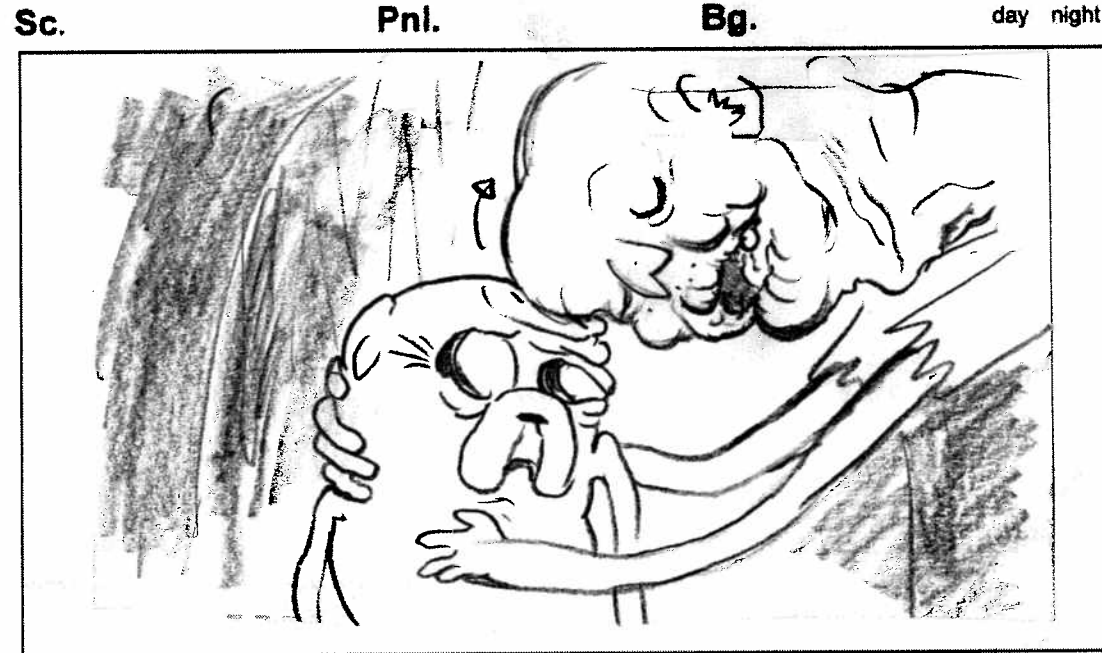
Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be copied, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 163



Dialog:

DM: OH ~ YOU'RE SO CUTE,

YOU'RE SO CUTE

Action:

Timing:

EPISODE #

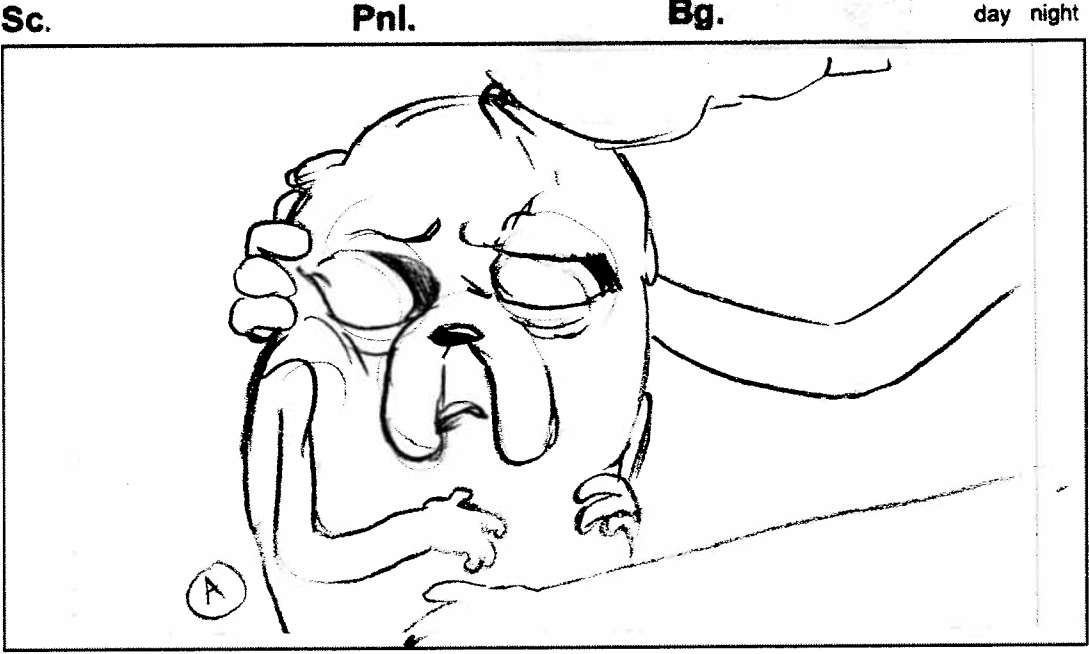
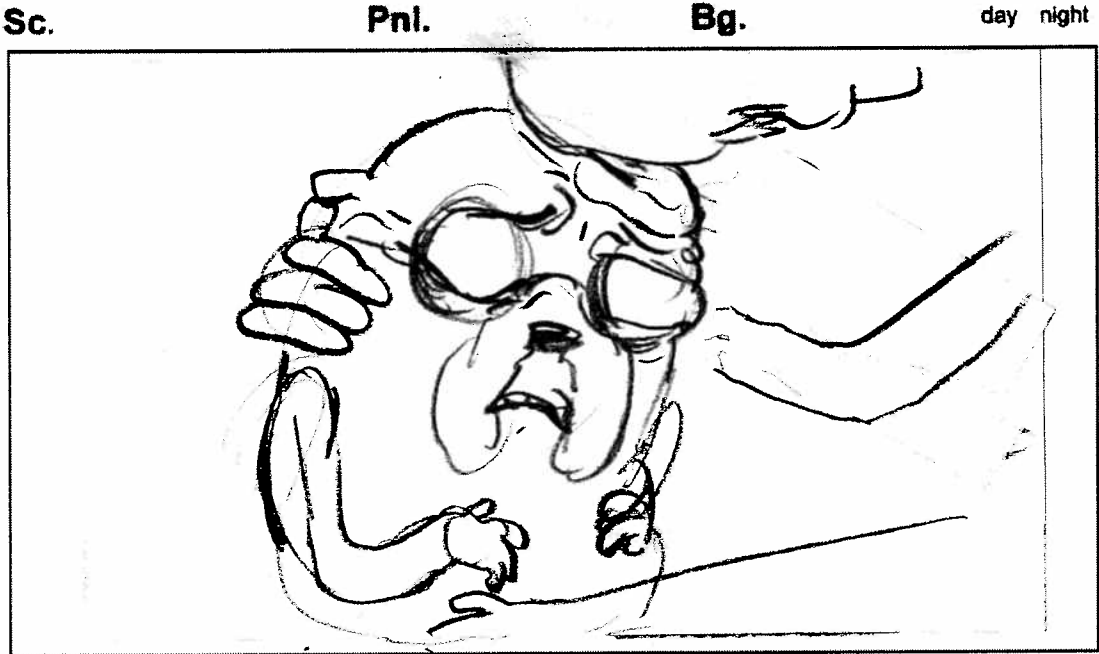
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 163 A



Dialog:	J) I'm NOT CUTE.	J) I'M NOT EVEN A BABE.
Action:		...I'm...
Timing:		

EPISODE #

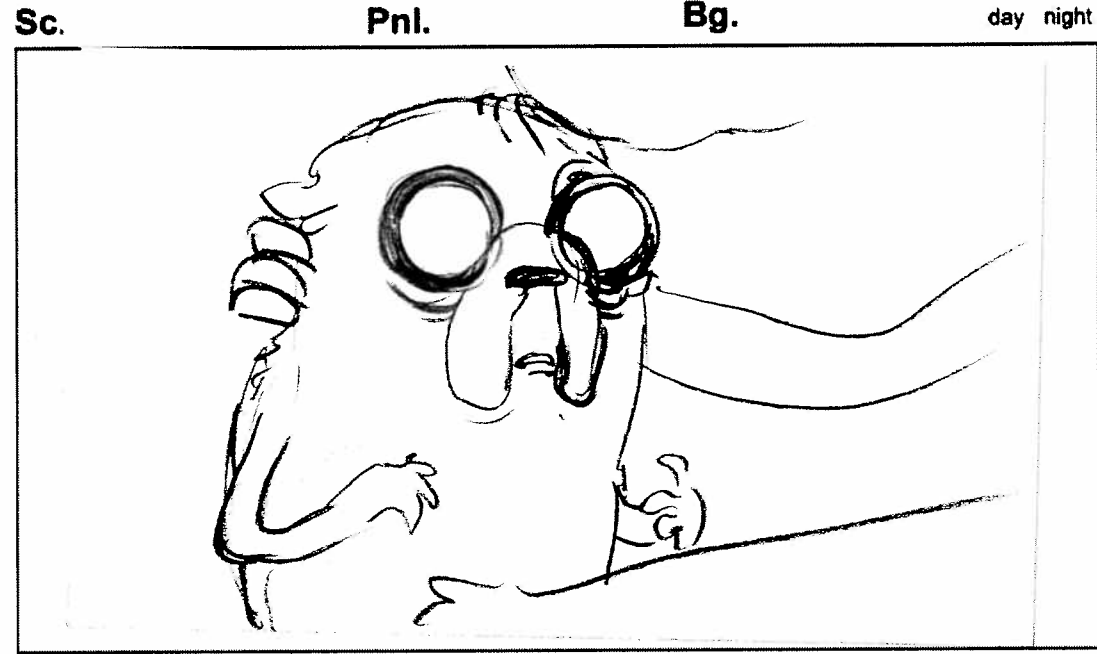
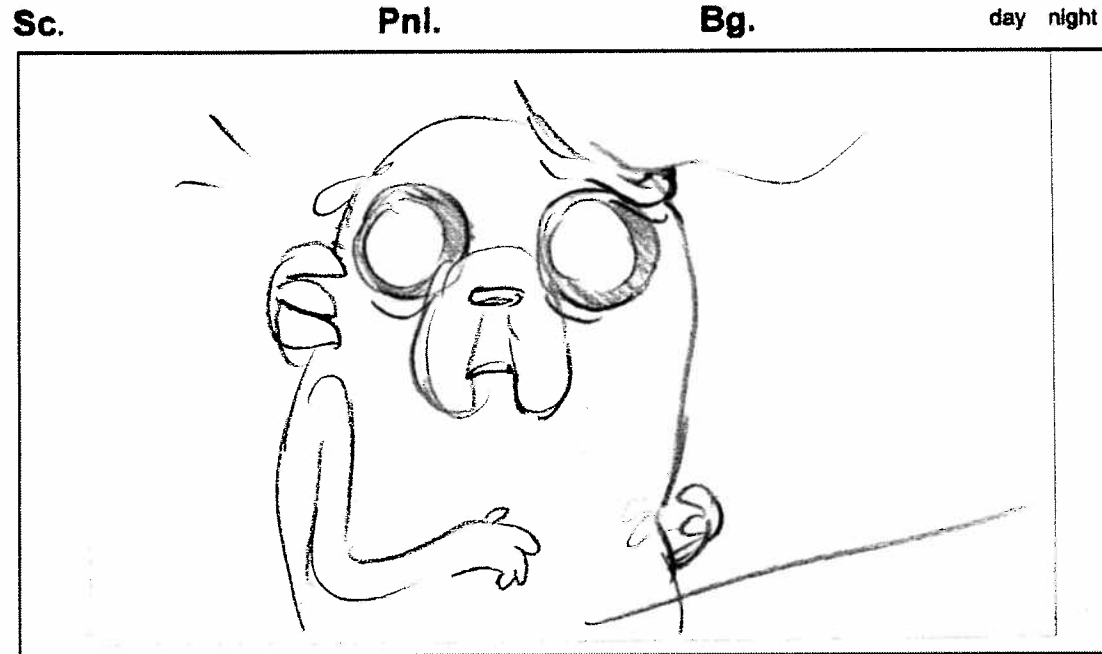
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 163B



Dialog:

5) I'M—

5) A MONSTER

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 163C

Sc. 127

Pnl. B

Bg.

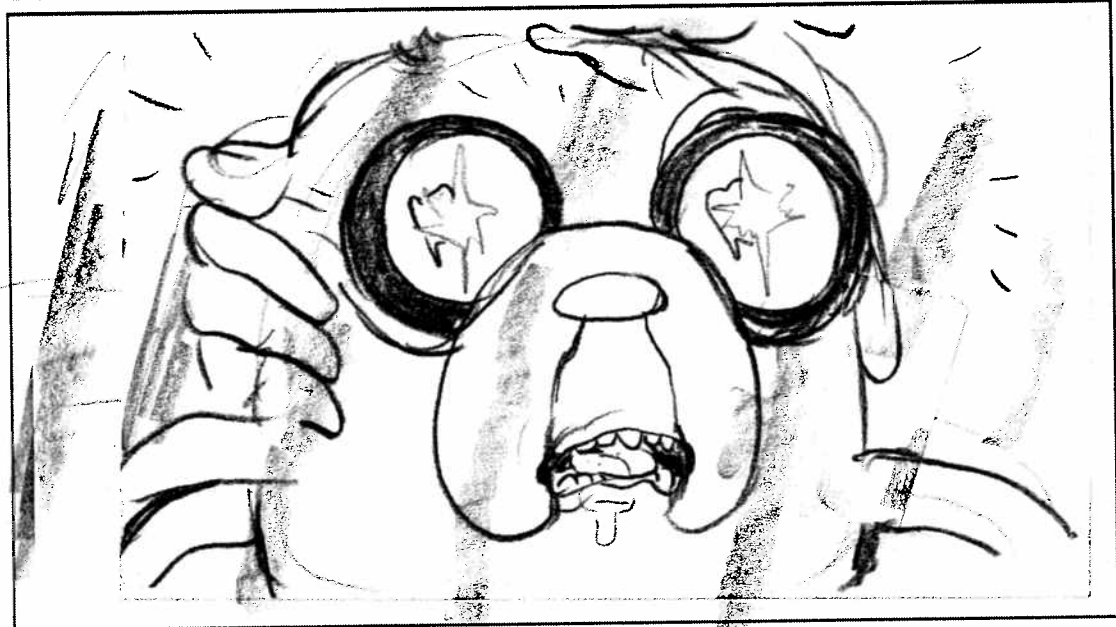
day night

Sc.

Pnl.

Bg.

day night



Dialog:

PAN

Action:

Timing



PAN



CJ.
OF
TOOTH

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



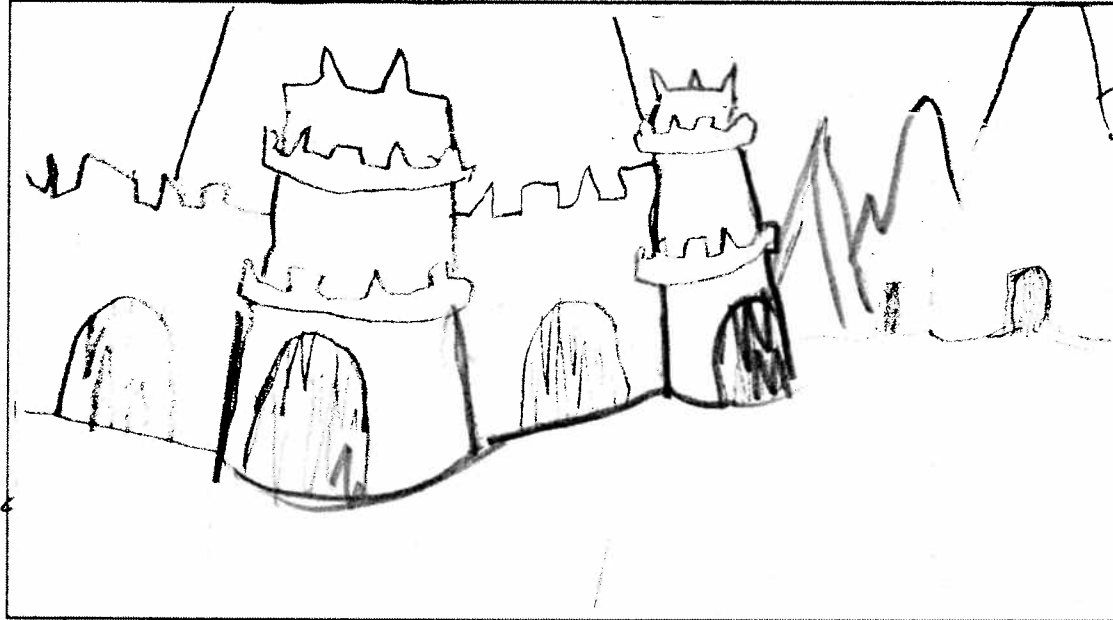
Page 164

Sc. 129

Pnl. B

Bg.

day night

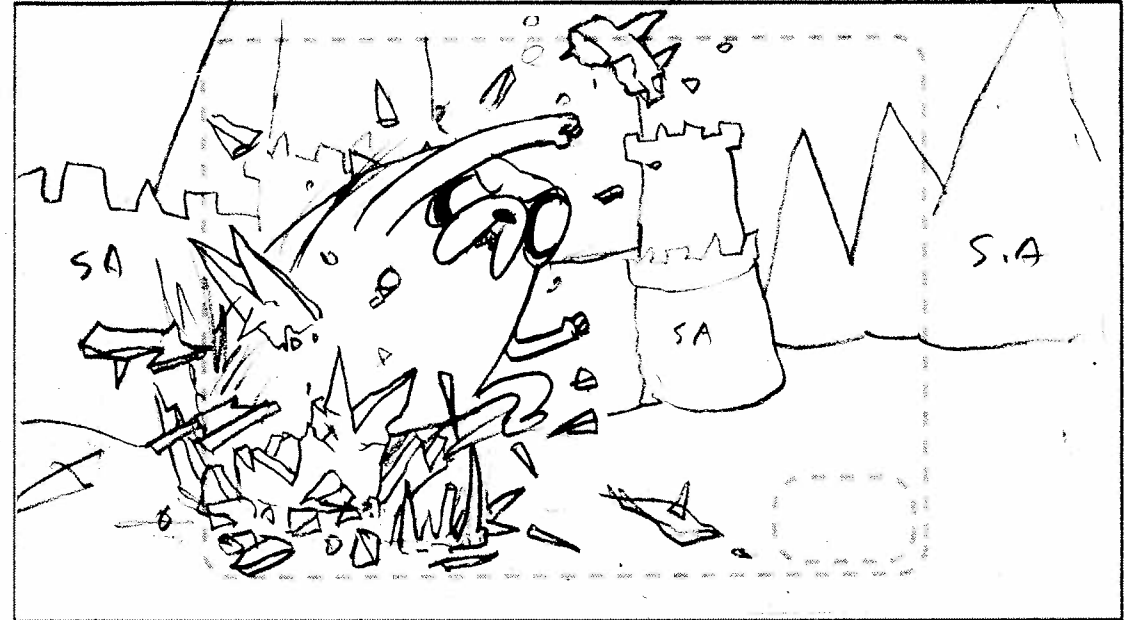


Sc. 129

Pnl. C

Bg.

day night



Dialog:

(CRASH!)

Action:

Giant Jake busts out of jail cel

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. 129

Pnl. D

Bg.

day night

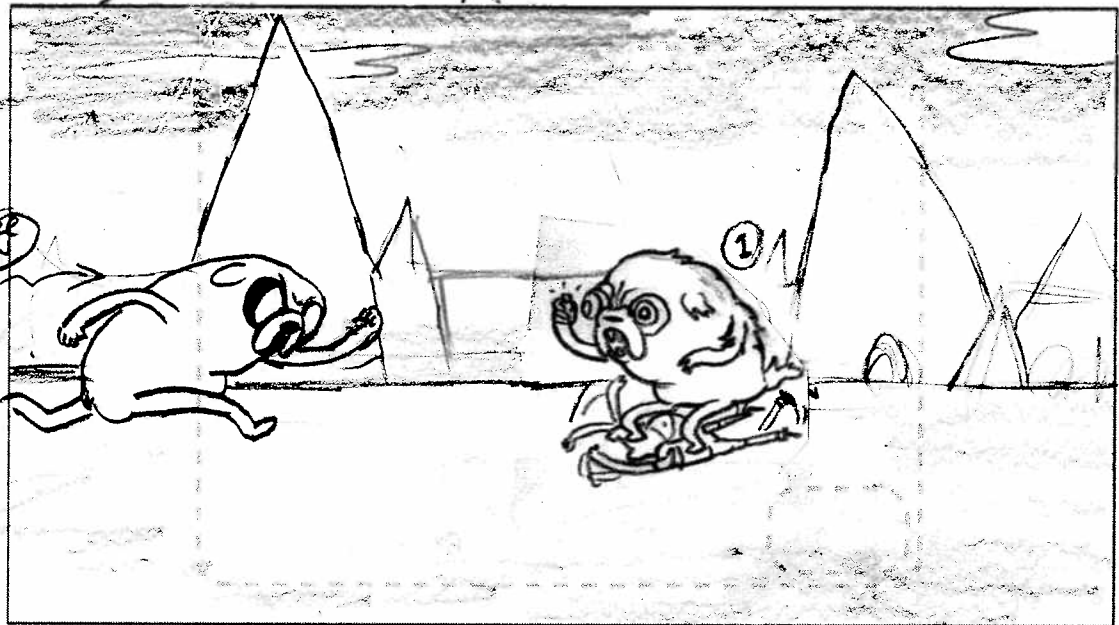


Sc. 130

Pnl. A

Bg.

day night



Dialog:

(Jake's footsteps crashing)

⑤: growling!!

⑥ J&G6: growling

Action:

- ① Jake runs in. Finn struggles under G6
- ② G6 balls his fists and shakes them at Jake

Timing:

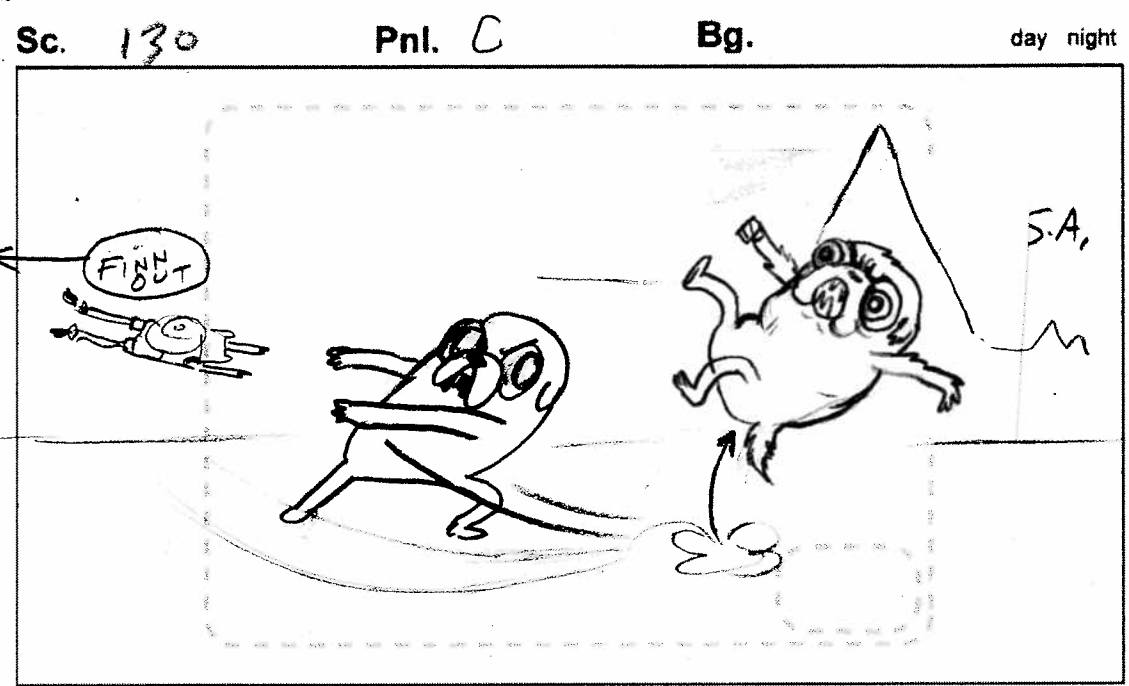
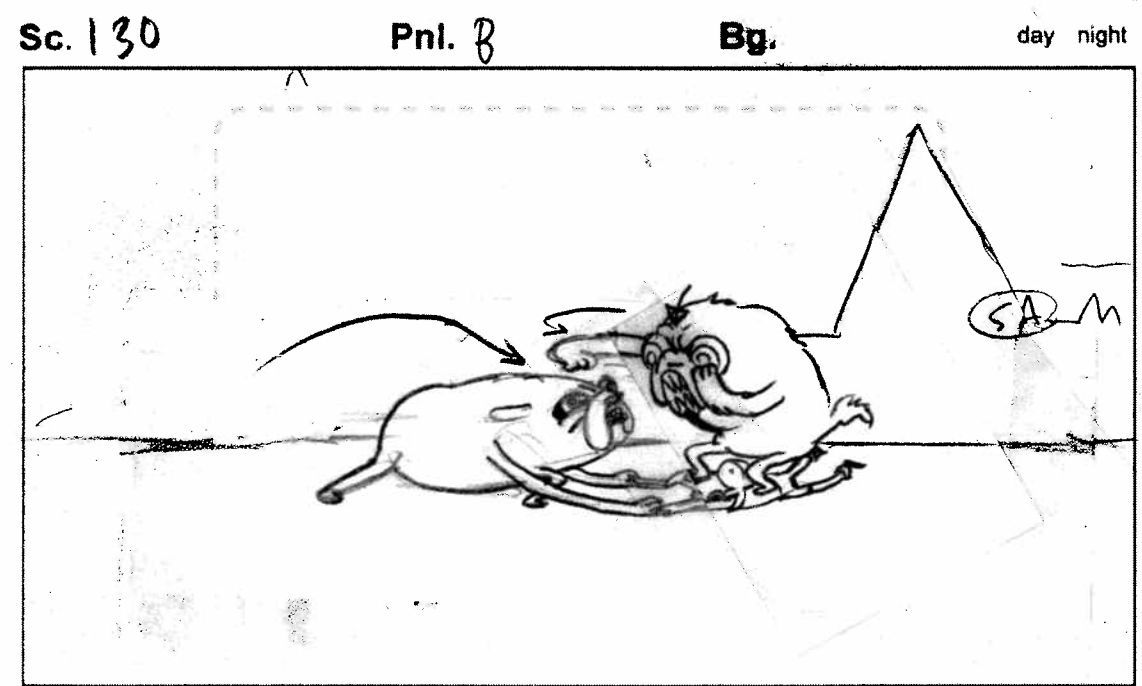


EPISODE #

Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	Jake & G6: *growling/dog fighting well*	Jake: *throws finn grunt* G6: *trips grunt* Finn: woh!!
Action:	G6 takes a swing at Jake. Jake ducks and grabs finn's hands	Jake pulls Finn out from under G6, flings Finn O.S.
Timing:		

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and need not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

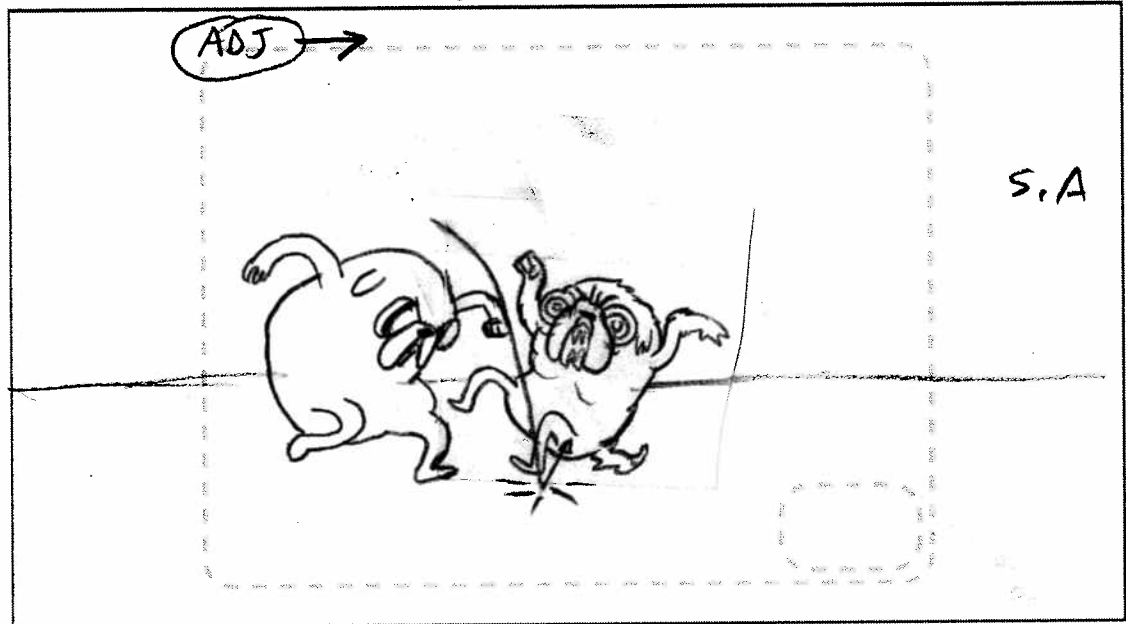


Sc. 130

Pnl. D

Bg.

day night

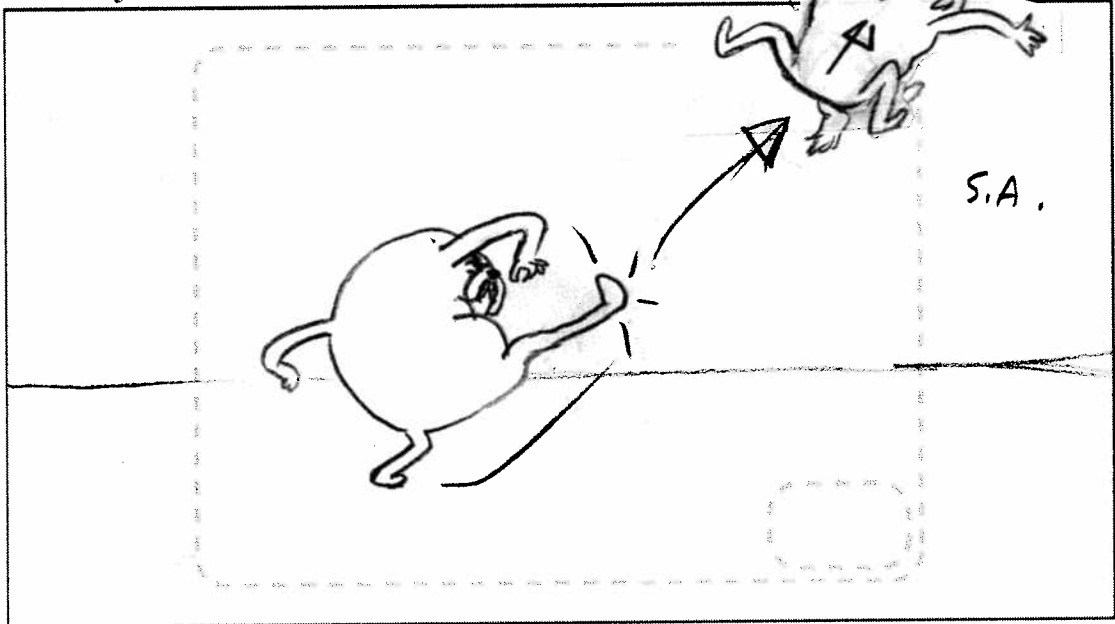


Sc. 130

Pnl. E

Bg.

day night



Page 167

Dialog:

* FOOMP! *

Action:

GG bounces on his butt

Jake kicks GG on the rebound

Timing:

EPISODE #

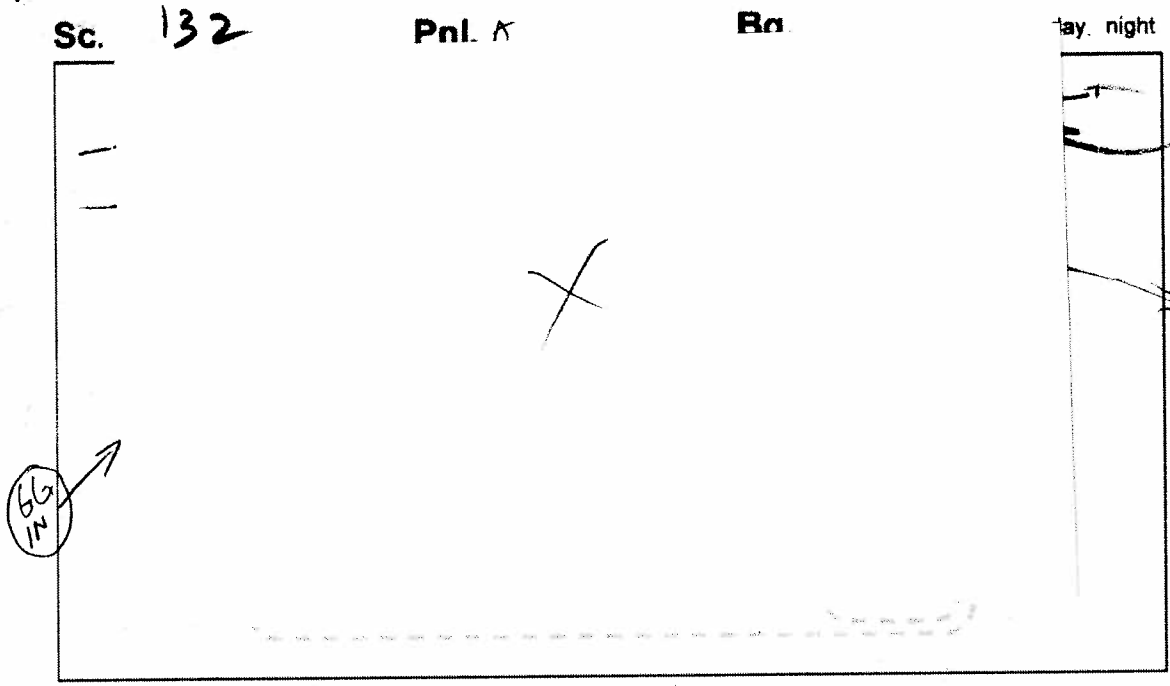
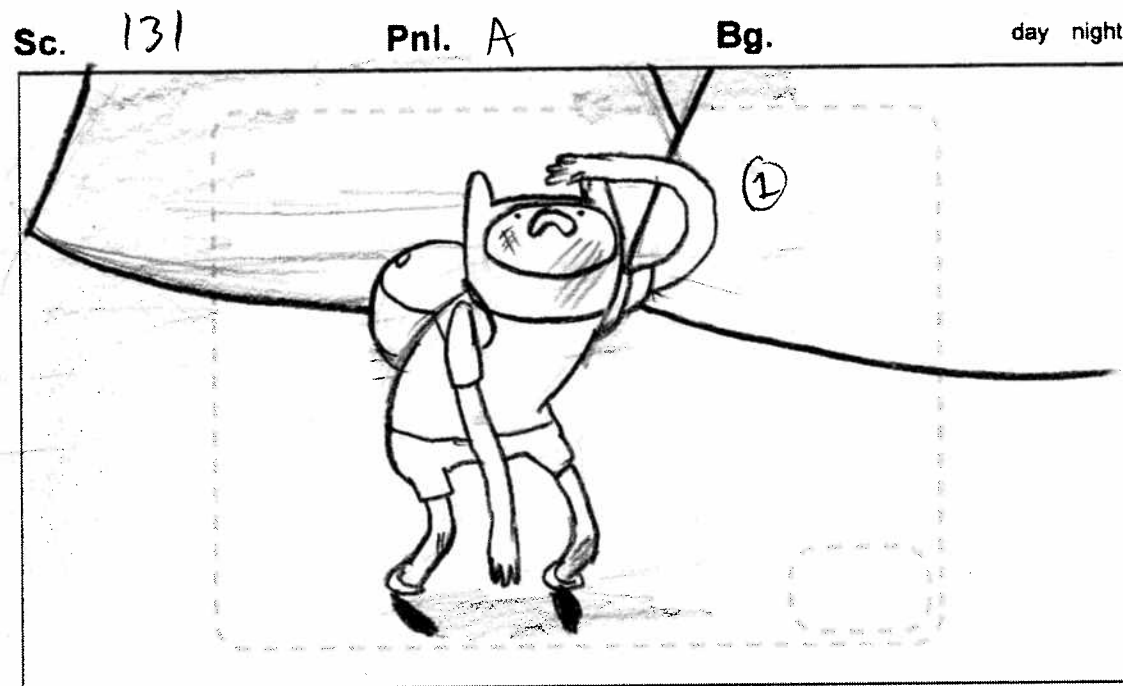
Production :


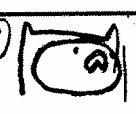

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and may not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 168



Dialog:	
Action:	<p>②  ③  ④ </p> <p style="text-align: right;">⑤</p>
Timing:	

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Research, Inc. It is unpublished and must not be taken from the site without the express permission of the site owner. It is unpublished and must not be taken from the site without the express permission of the site owner. It is unpublished and must not be taken from the site without the express permission of the site owner.

ADVENTURE TIME



Page 168 A

Sc. 131

Pnl. A

Bg.

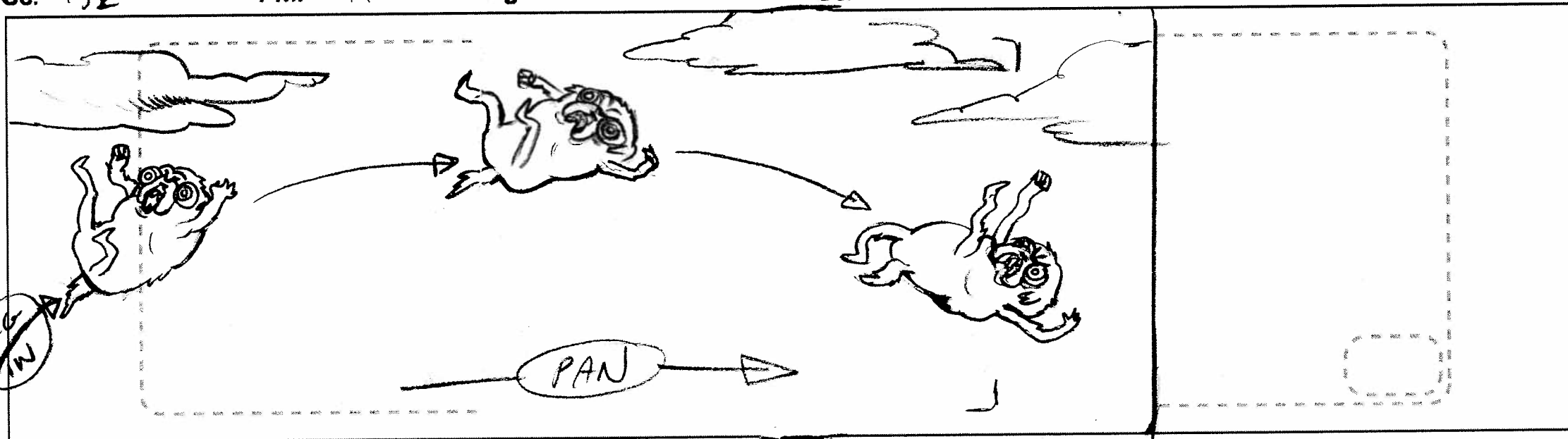
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

PAN FOLLOWS G.G. AS HE SAILS THROUGH THE AIR.

Timing:

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



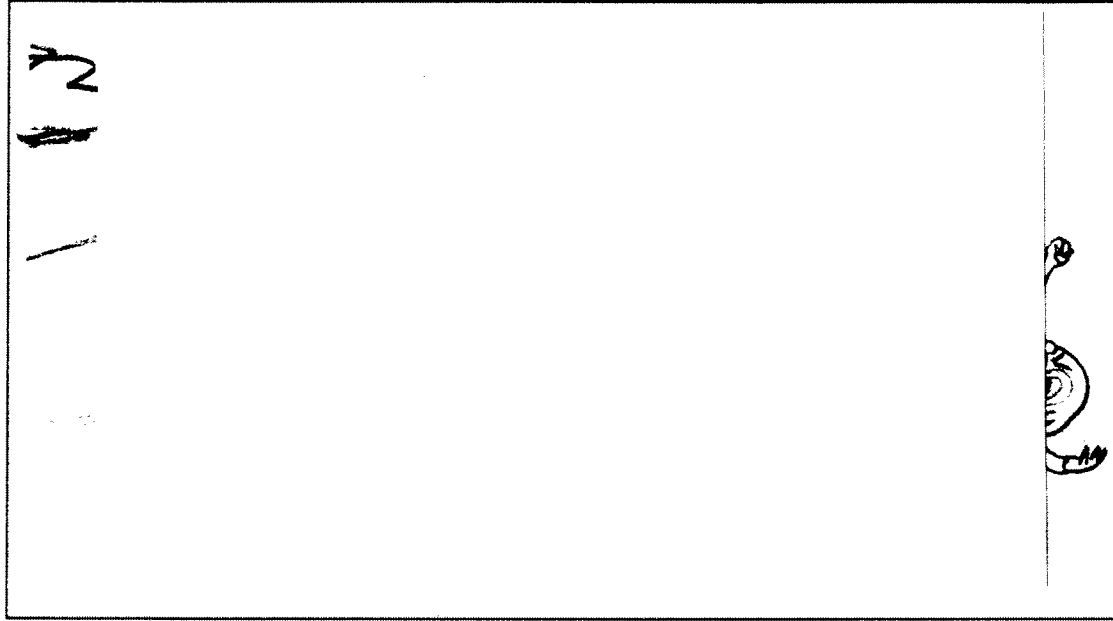
Page 169

Sc. 132

Pnl. B

Bg.

day night

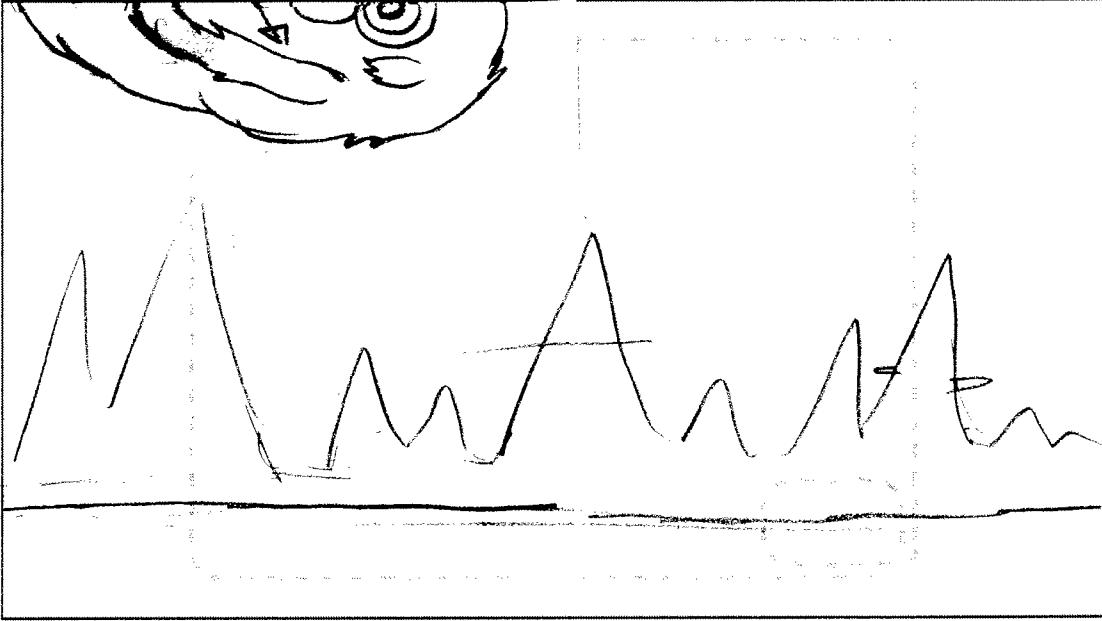


Sc. 133

Pnl. A

Bg.

day night

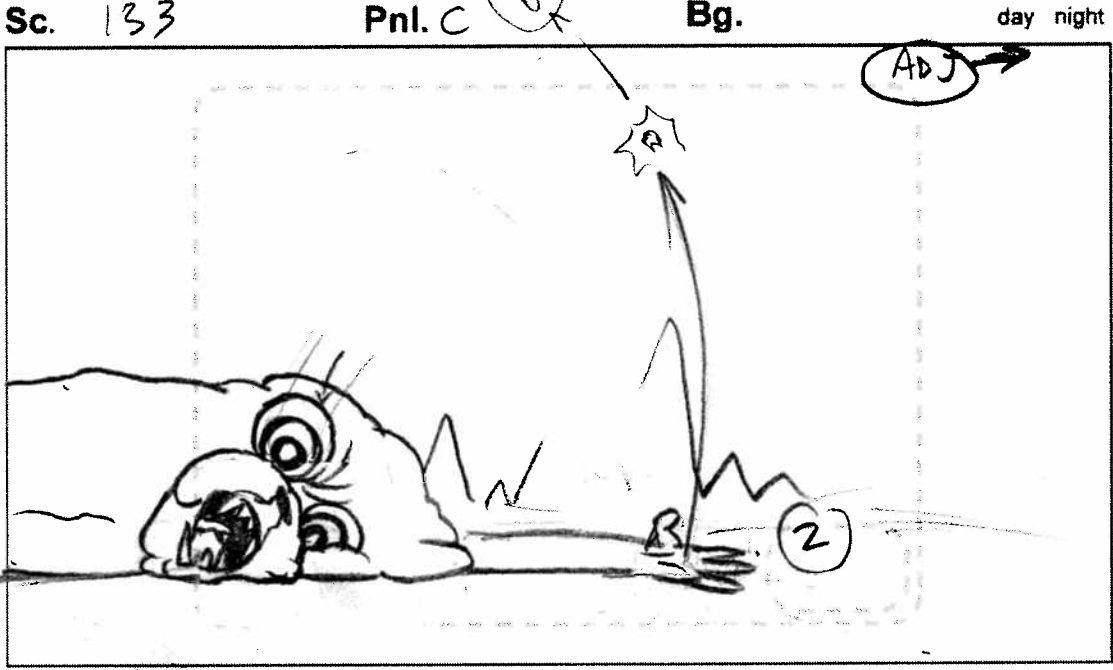
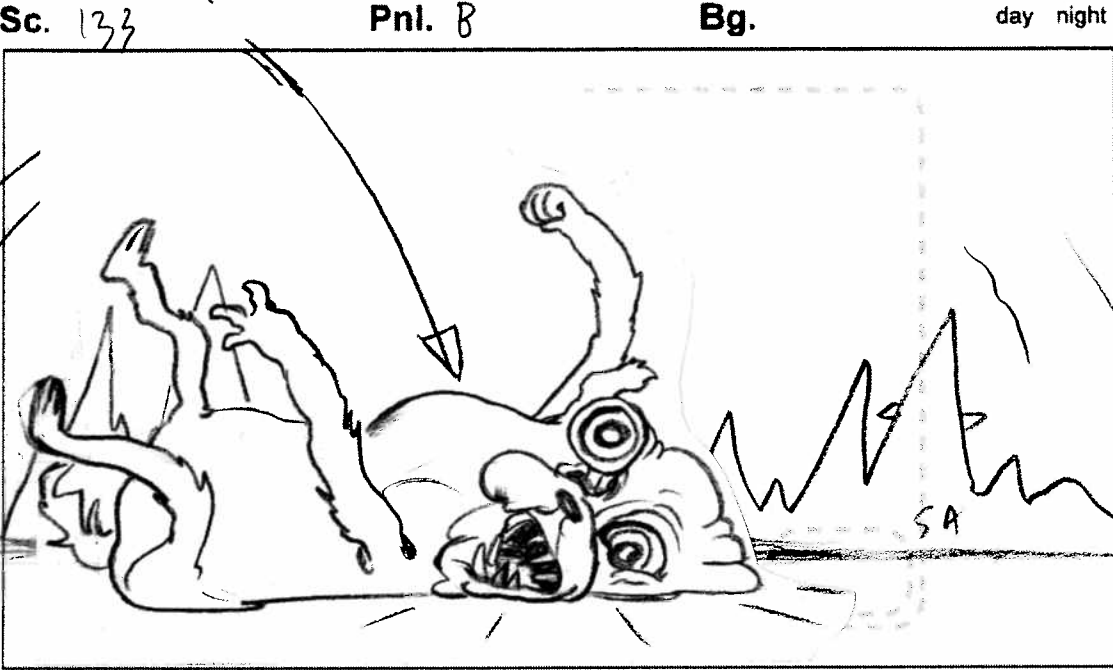


Dialog:
Action:
Timing:

EPISODE #

Production :

ADVENTURE TIME



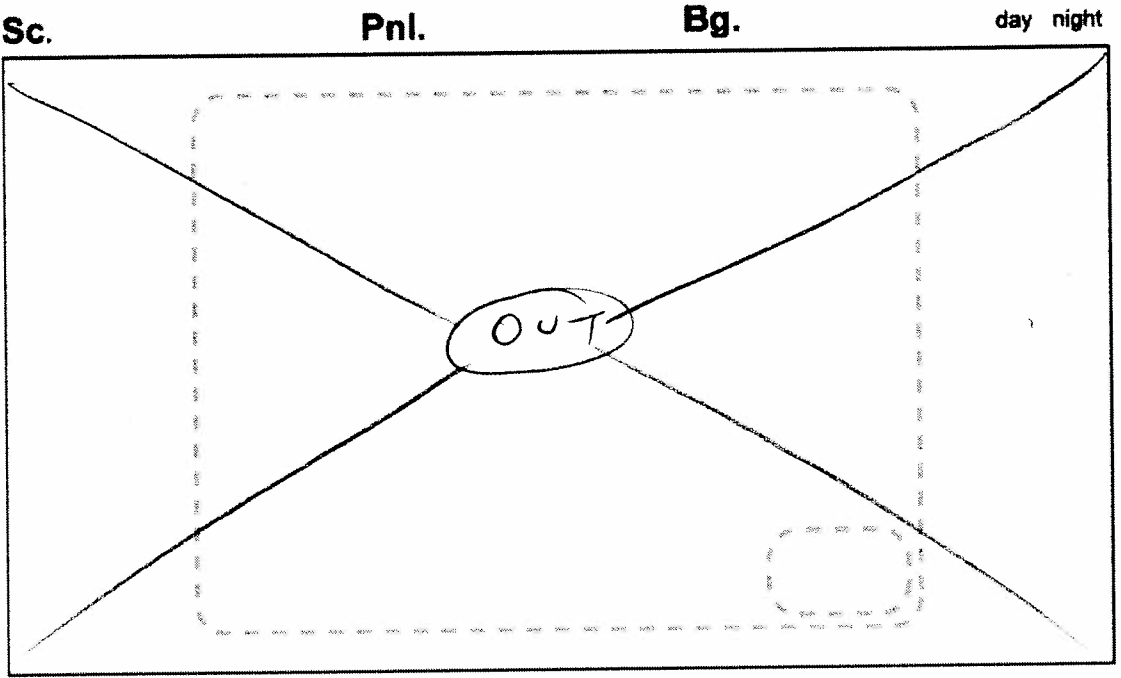
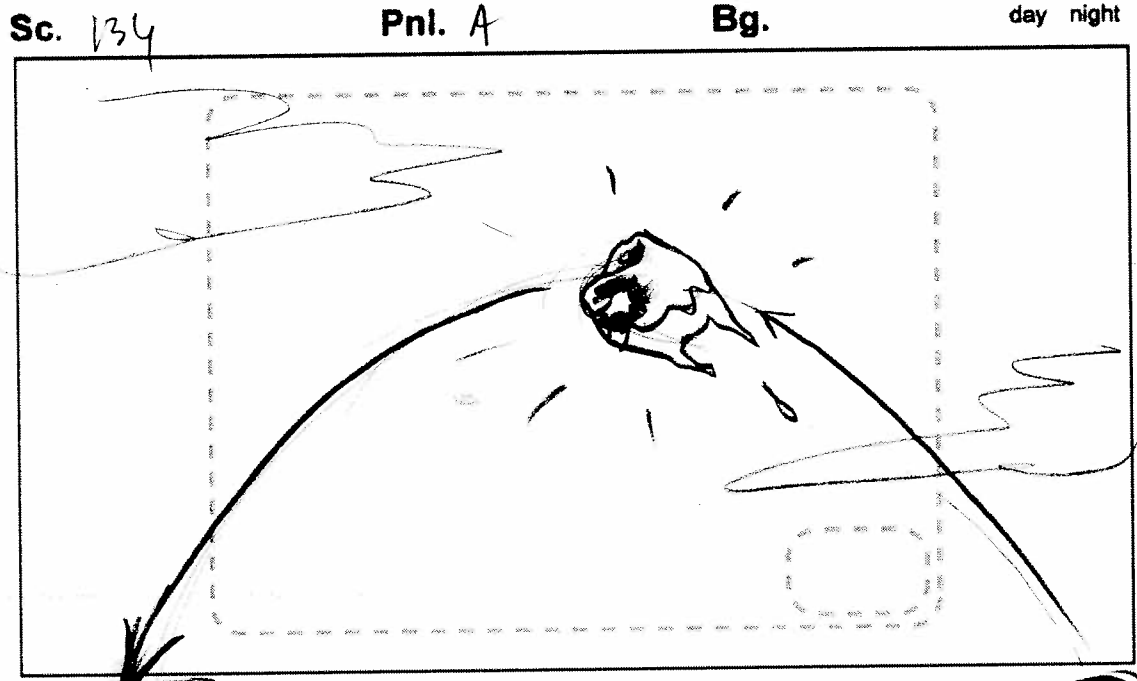
Dialog:		
Action:		66's hand slams onto the ground, opens upon impact sending the gold tooth into the air off screen
Timing:		

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and need not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<p>OUT</p> <p>IN</p>
Action:	<p>Gold tooth flying through the air</p>
Timing:	

EPISODE #

Production :

ADVENTURE TIME



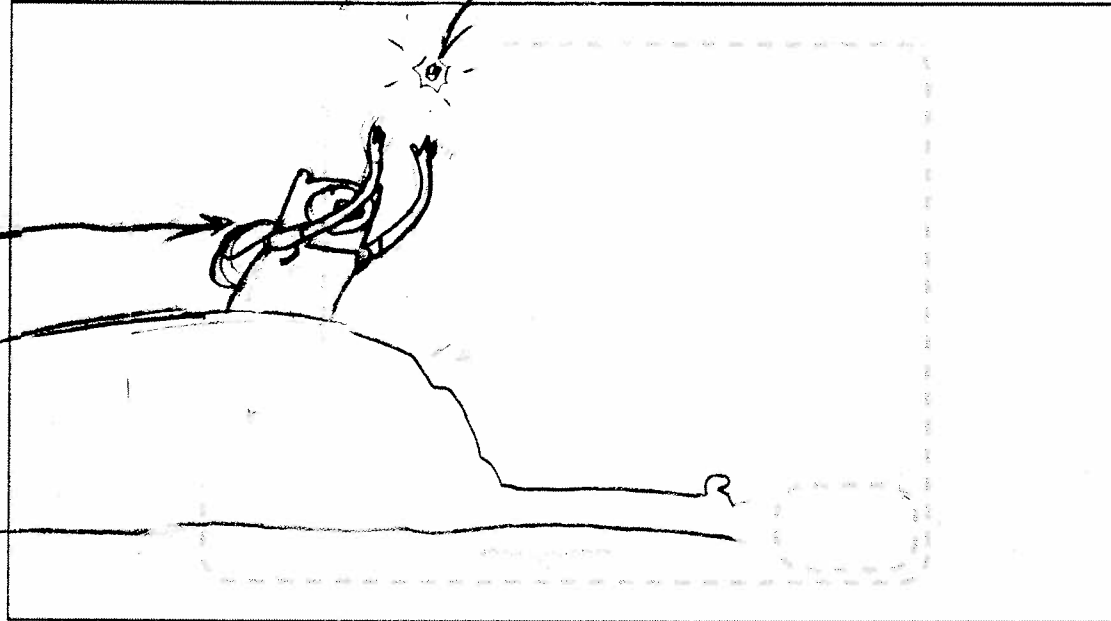
Page 172

Sc. 135

Pnl. 4

Bg.

day night

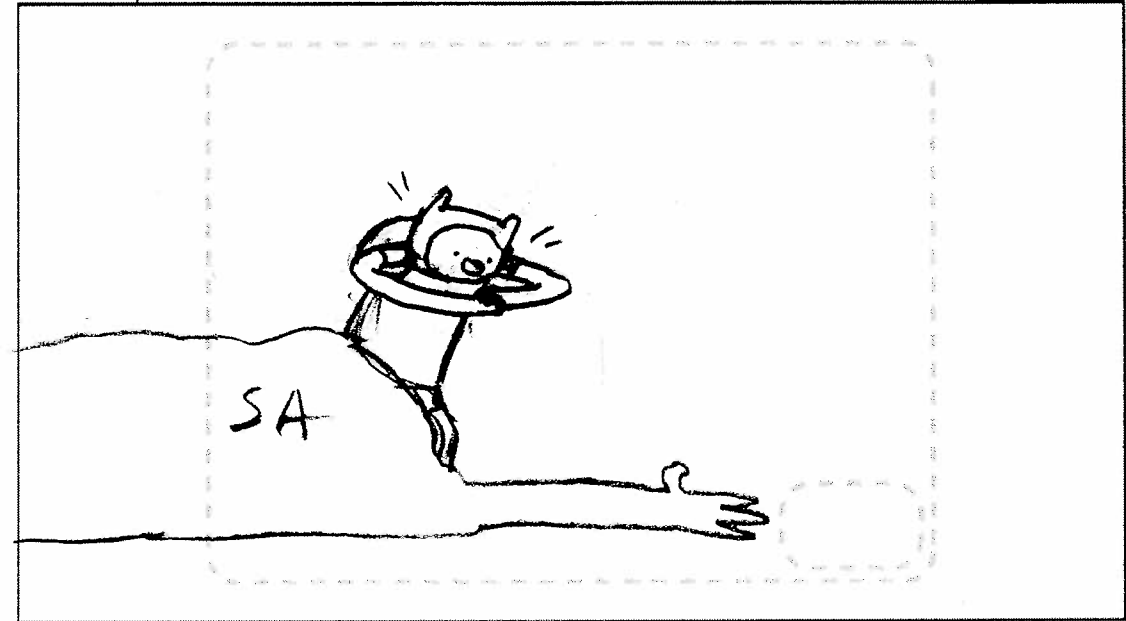


Sc. 135

Pnl. 5

Bg.

day night



Dialog:	
Action:	Finn <u>IN</u> . Tooth <u>IN</u> . Finn catches tooth
Timing:	

EPISODE #

Production :

ADVENTURE TIME



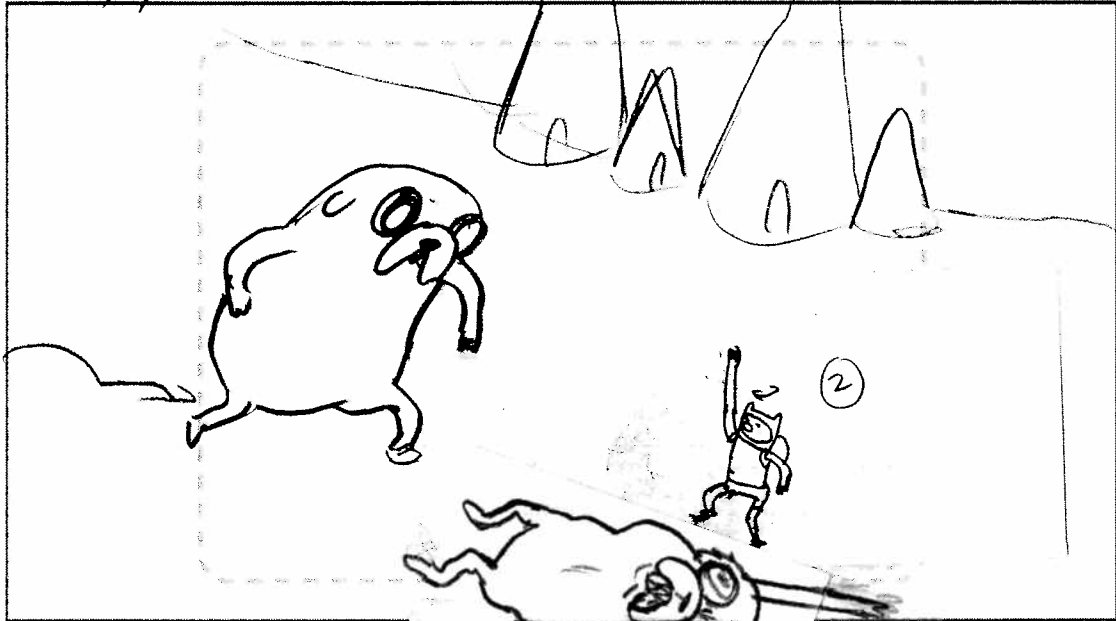
Page 173

Sc. 131

Pnl. A

Bg.

day night

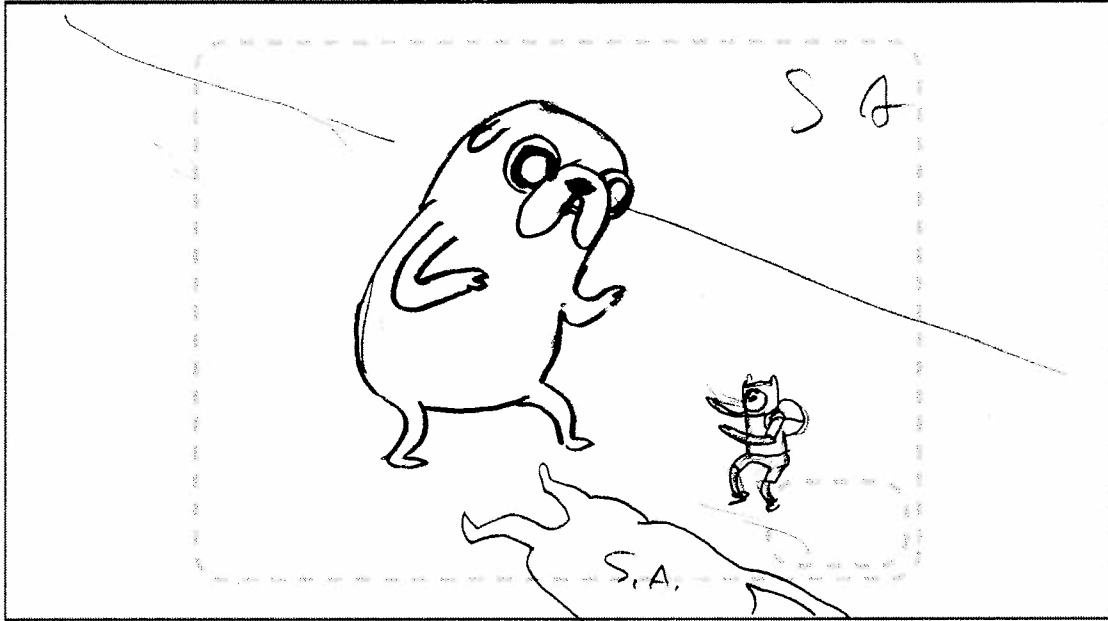


Sc. 131

Pnl. B

Bg.

day night



Dialog: (F) (2) Woo! Yeah! we got him!

(F) thanks for saving me Jake!

Action: (1) Jake in

Timing:

EPISODE #

Production :

ADVENTURE TIME

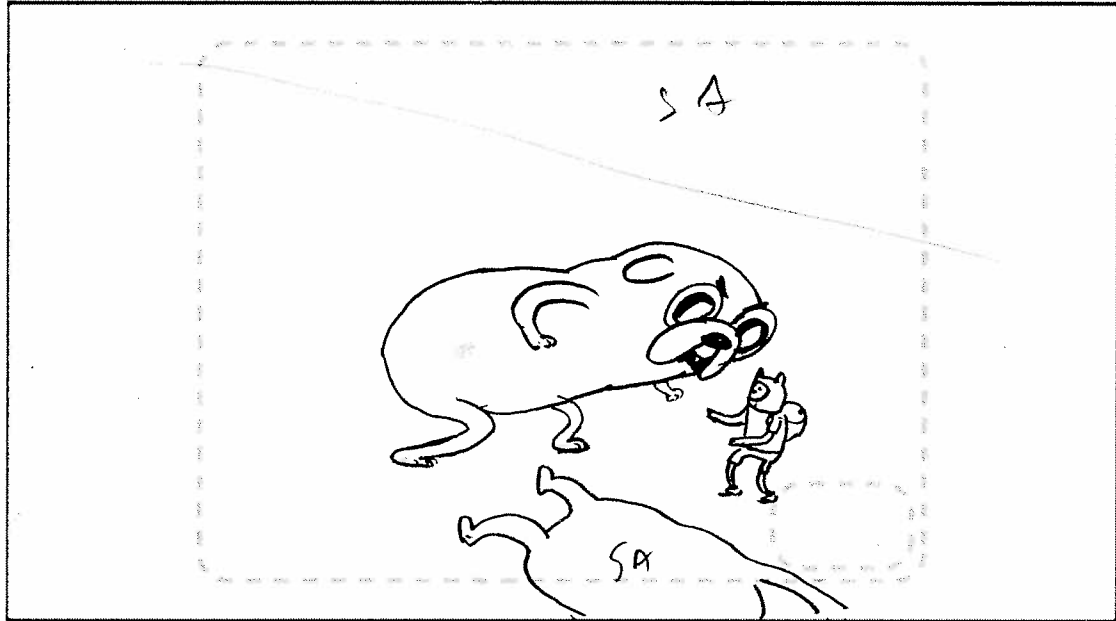


Sc. 13b

Pnl. C

Bg.

day night



Sc. 13b

Pnl. D

Bg.

day night



Dialog:	⑤ I'm not Jake	⑤ I'm the Gut Grinder!!
Action:		
Timing:		

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 175

Sc. 137

Pnl. A

Bg.

day night



Sc. 137

Pnl. B

Bg.

day night



Dialog: (J) Now Gimme that gold tooth!

(F) Wuh!

Action: Jake leans in, his claws enter into view
Finn turns to run

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. 137

Pnl. C

Bg.

day night



Sc. 137

Pnl. D

Bg.

day night



EPISODE #

Dialog:	(F) Jake!	(F) Snap
Action:	Jake grabs finn, fin climbs over Jake's hand	
Timing:		

Production :

ADVENTURE TIME



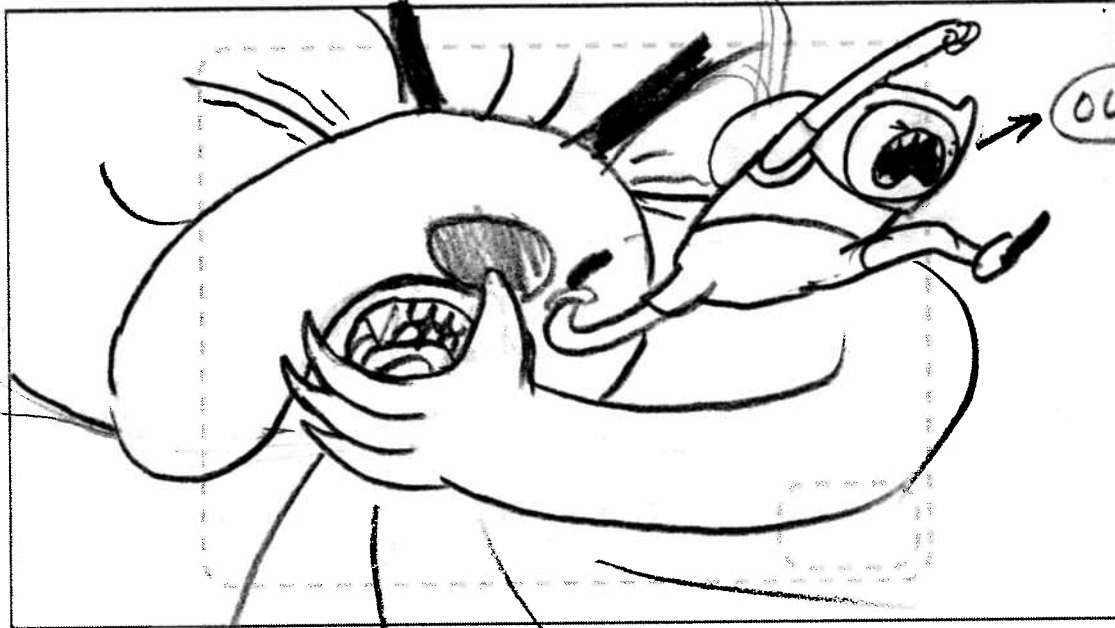
Page 177

Sc. 137

Pnl. E

Bg.

day night



Sc. 137

Pnl. F

Bg.

day night



Dialog:

(F)... OUT OF IT!!

Action:

Finn leaps off jakes hand
at the moment jake tries to eat him

Jake looks at his empty hand

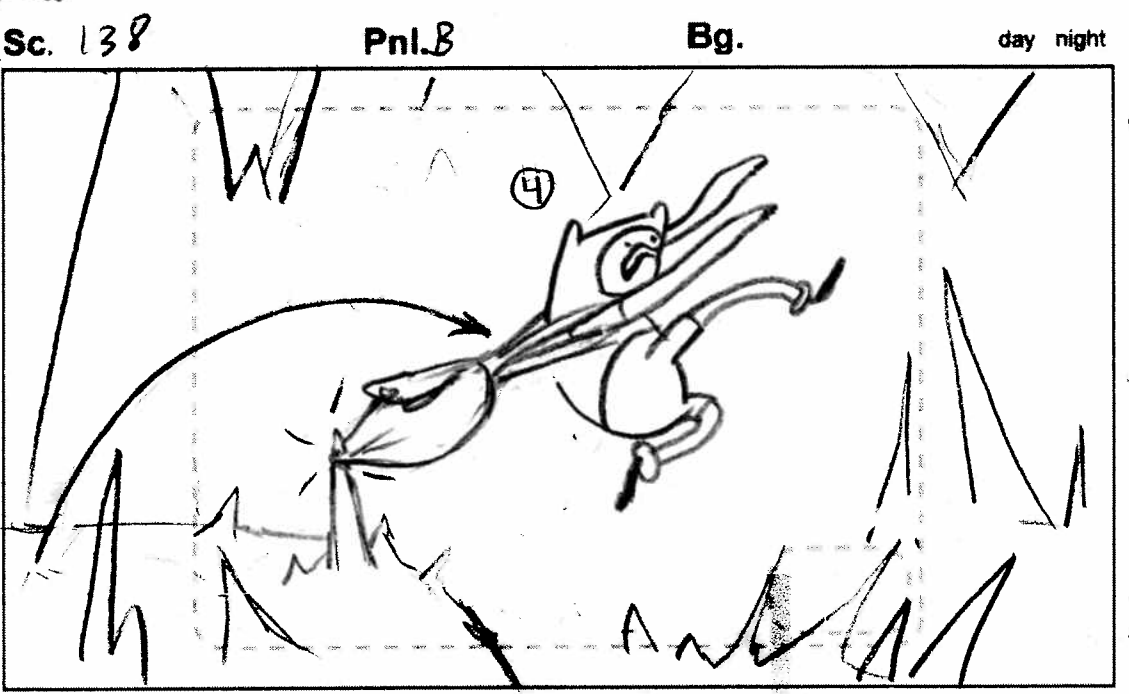
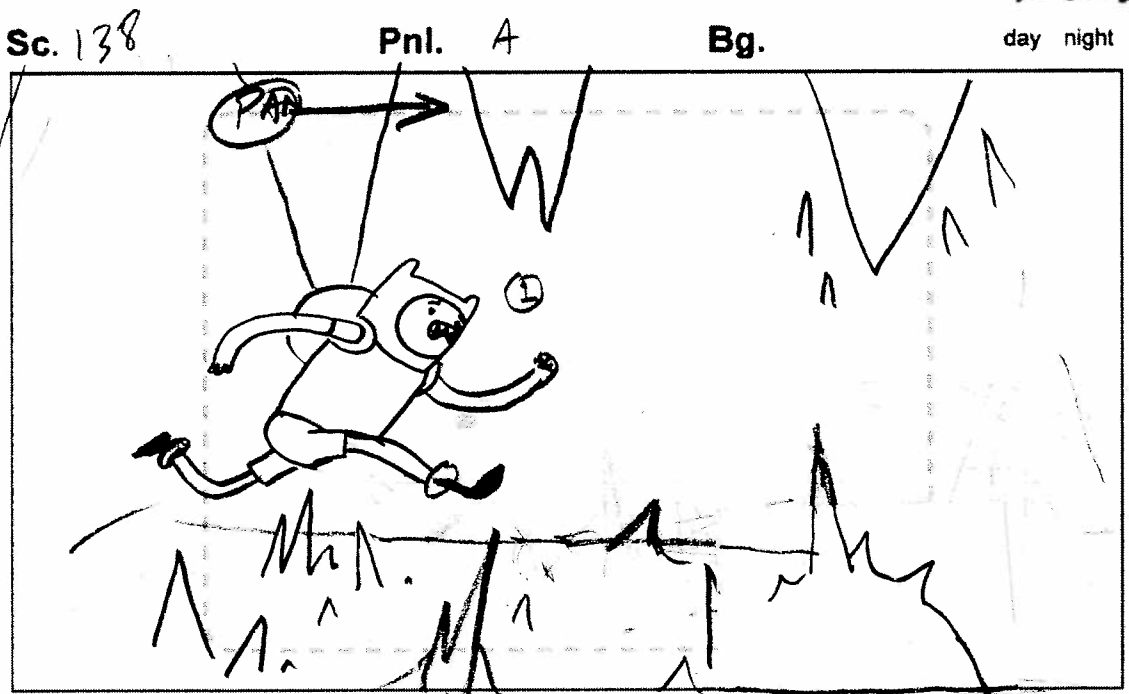
Timing:


EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and need not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

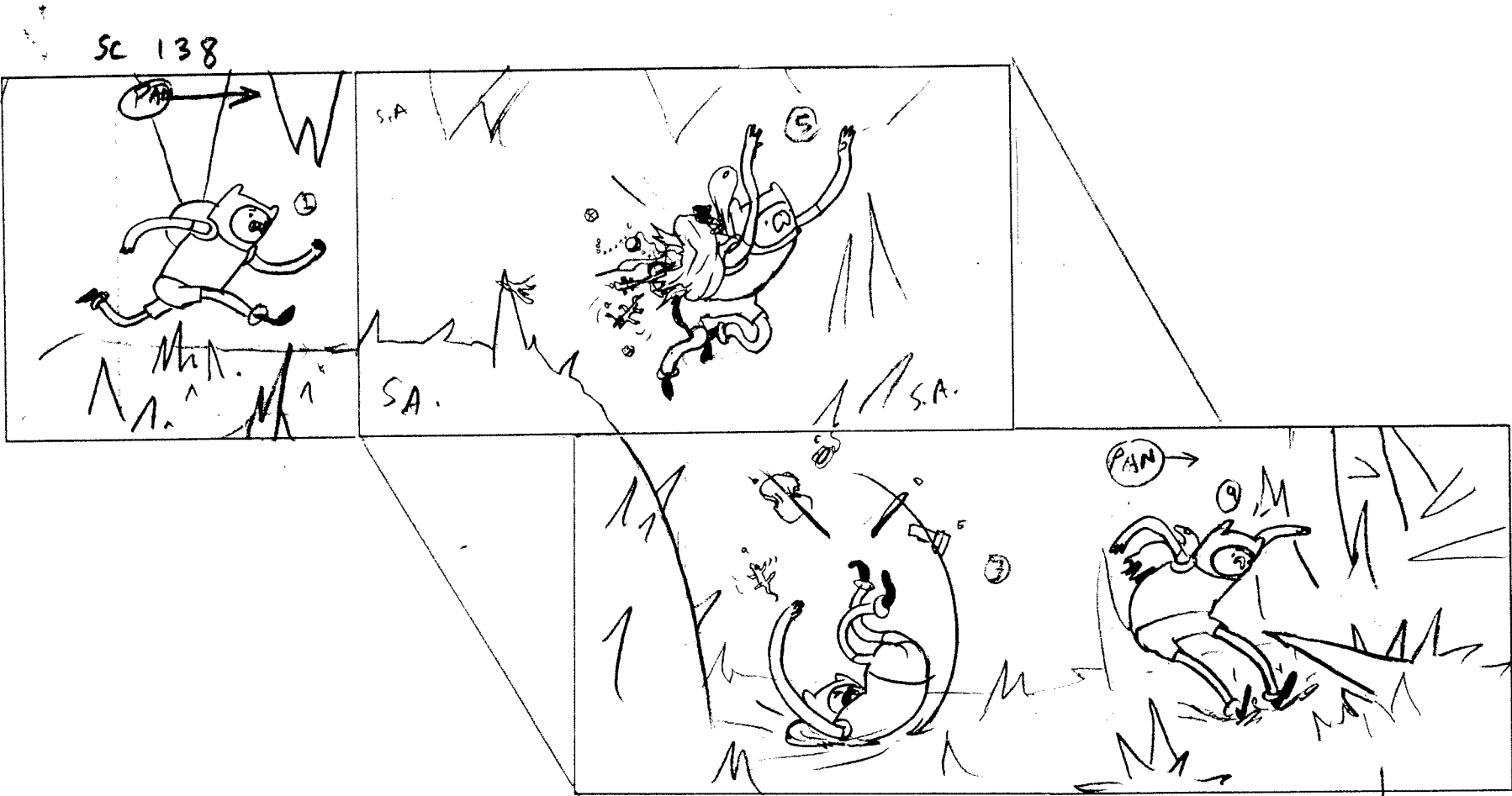
ADVENTURE TIME



Dialog:	Finn breathing hard	
Action:	Finn runs / jumps over spikey terrain	Finn leaps and his backpack gets caught on a spike
Timing:		

EPISODE #

Production :



ADVENTURE TIME



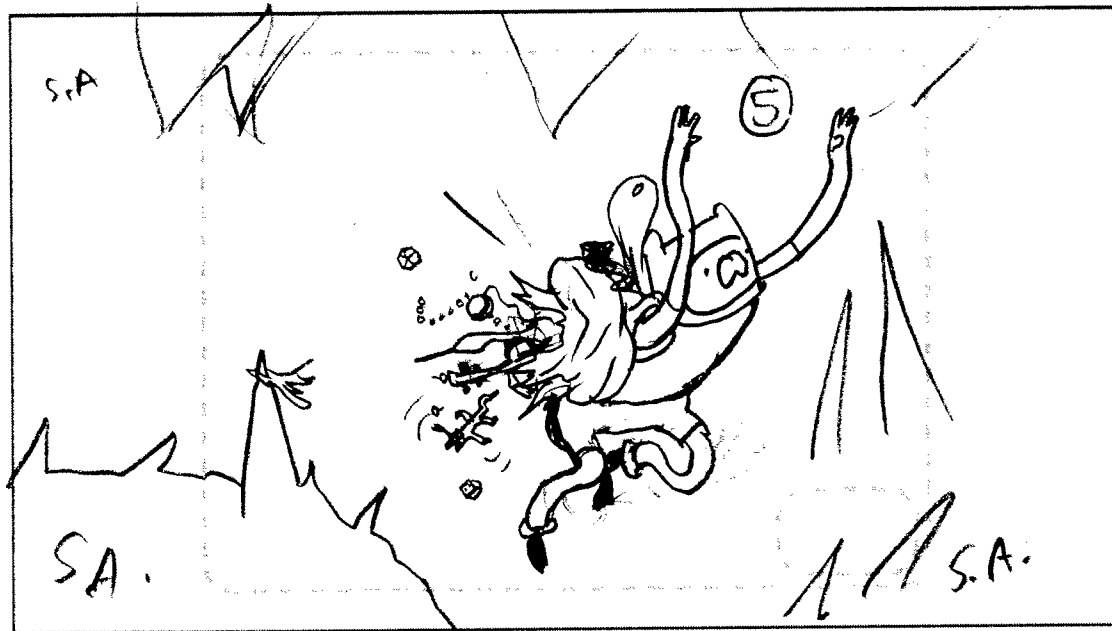
Page 179

Sc. 138

Pnl. C

Bg.

day night

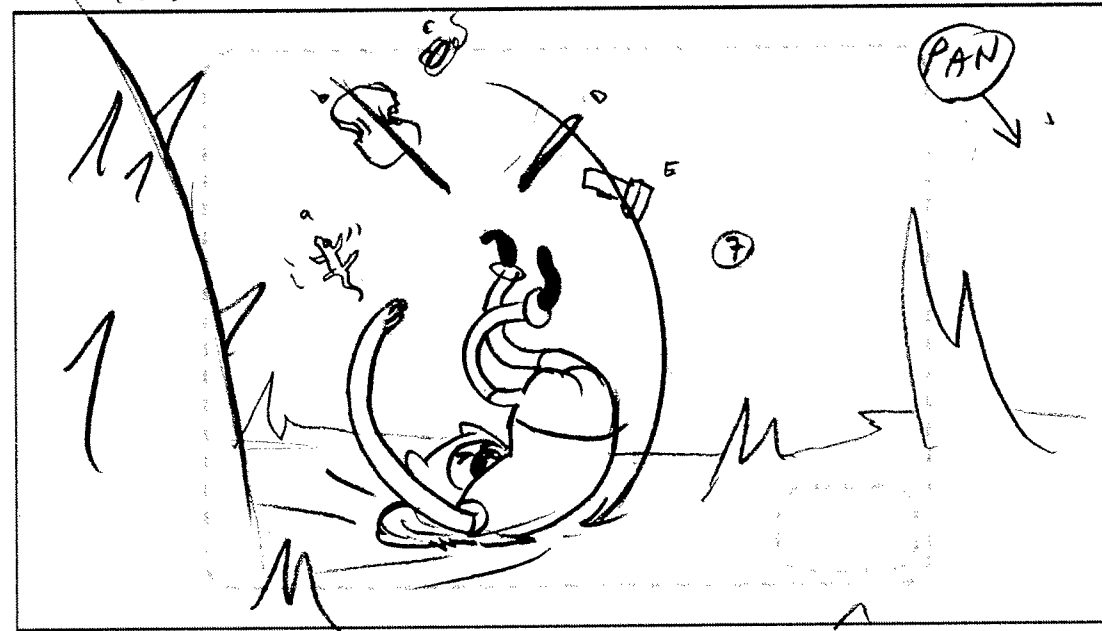


Sc. 138

Pnl. D

Bg.

day night



Dialog:

②

Action: back pack tears,
stuff flies out of it

Timing:



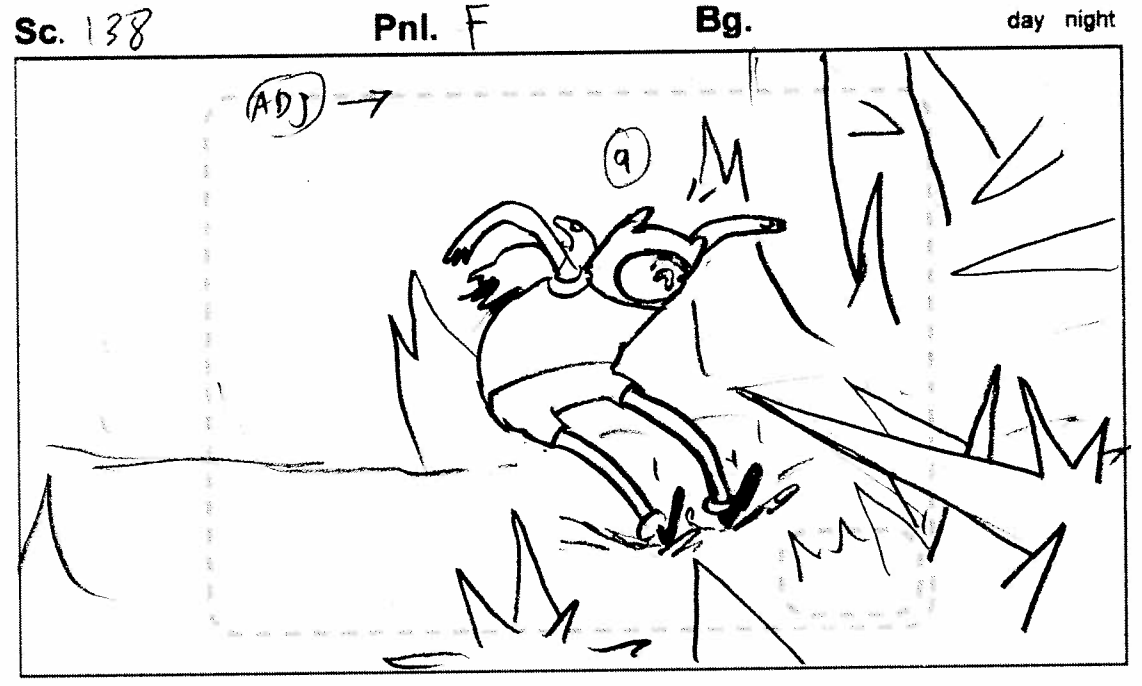
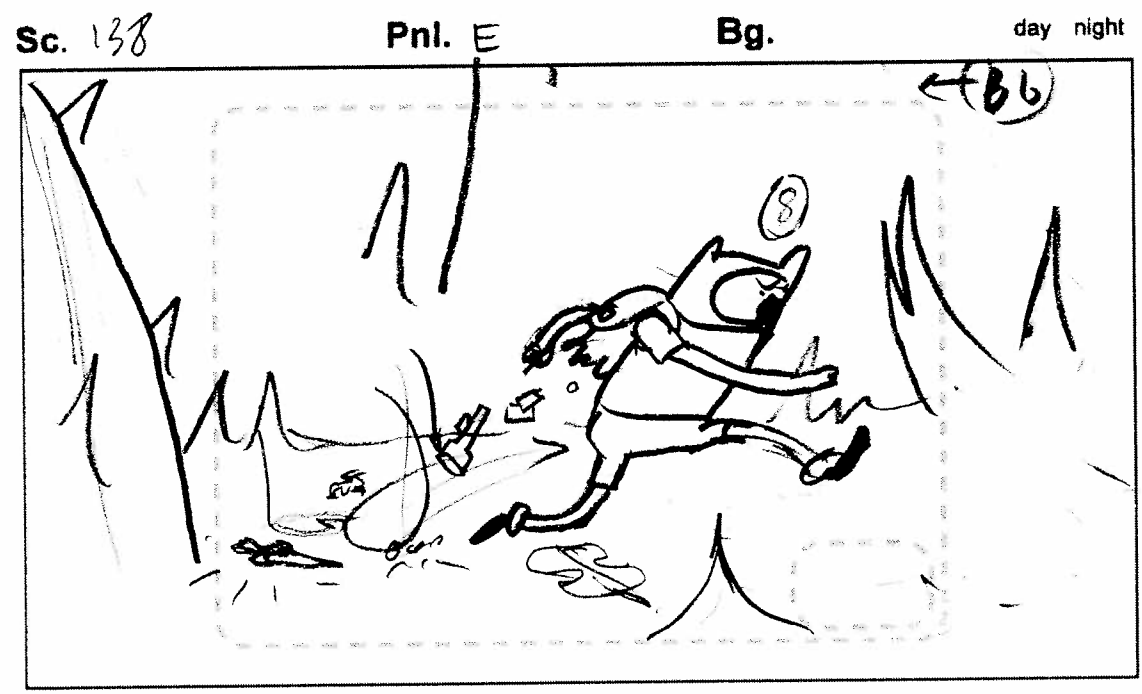
⑥ ↓

Finn falls into a summersault. Stuff
from his pack flies / lands around him

EPISODE #

Production :

ADVENTURE TIME

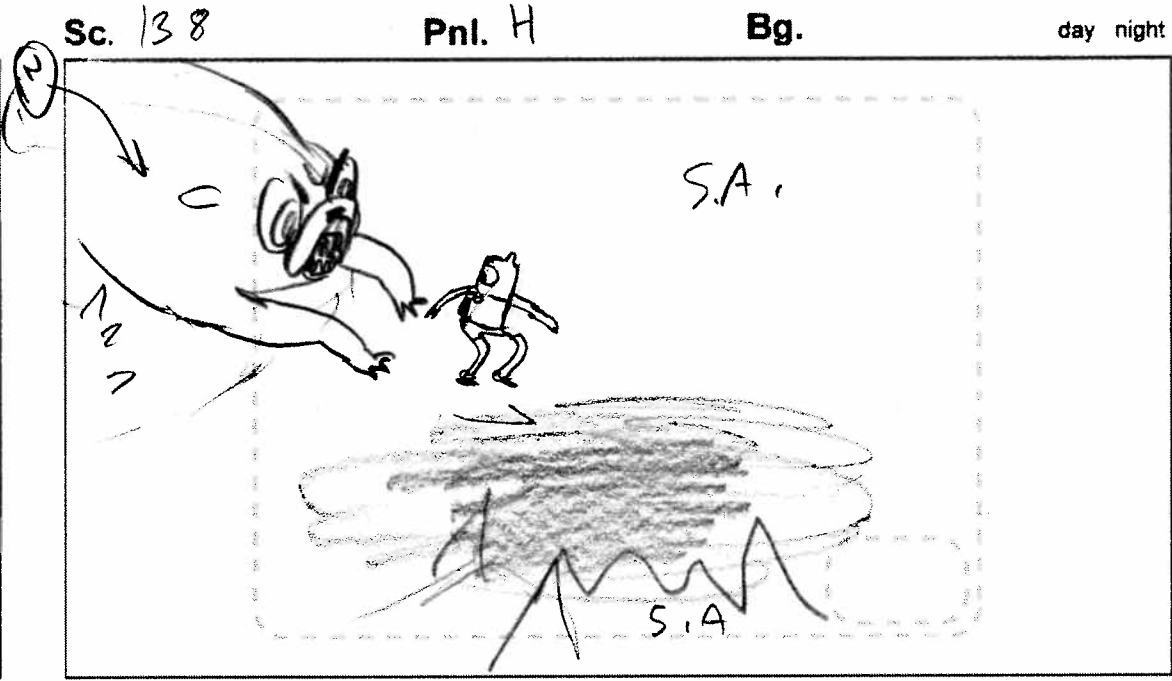
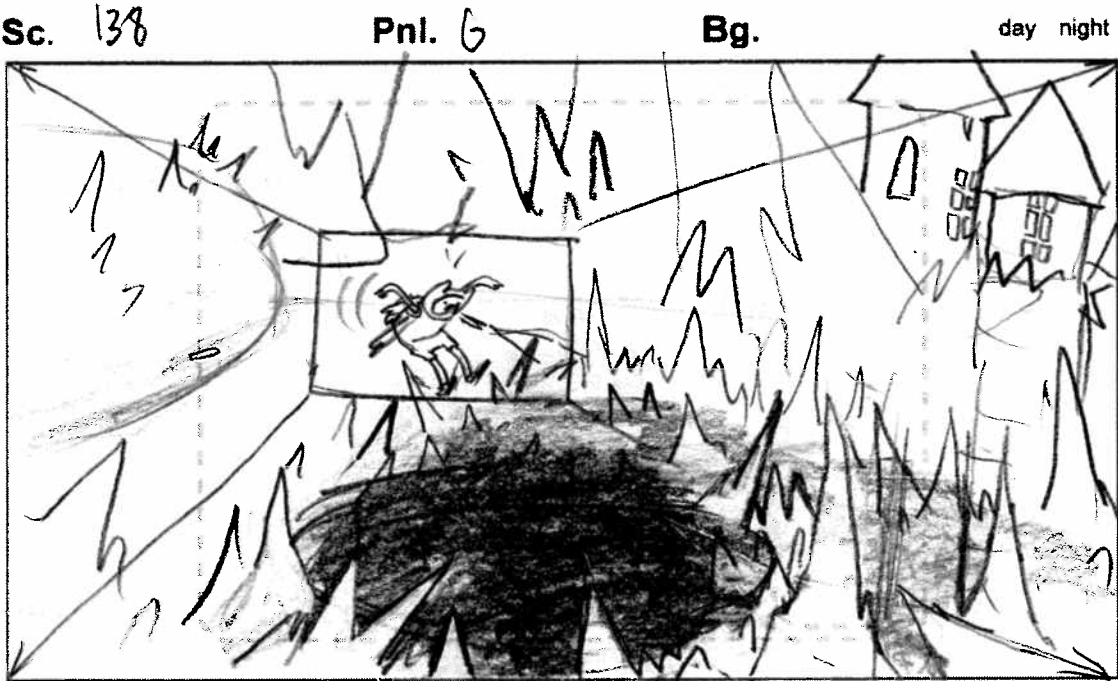


Dialog: (F) AW stuff!		
Action:	Finn rolls to his feet	Finn stops himself from running into spikes
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action: Truck out to reveal Finn at the edge of a spikey pit. Jake runs in
Timing:

EPISODE #

Production :

© 2009 The Cartoon Network, Inc. All rights reserved. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



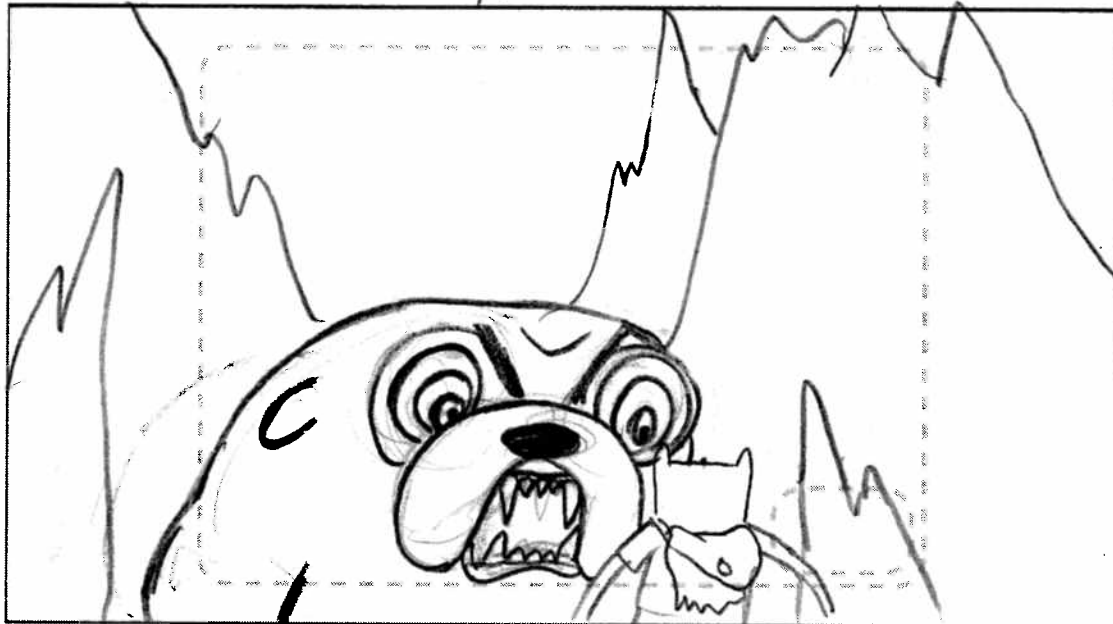
Page 182

Sc. 139

Pnl. A

Bg.

day night



Sc. 139

Pnl. B

Bg.

day night



Dialog:
(Jake growl) NOW...

① Gimme that tooth !

Action:

Timing:

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

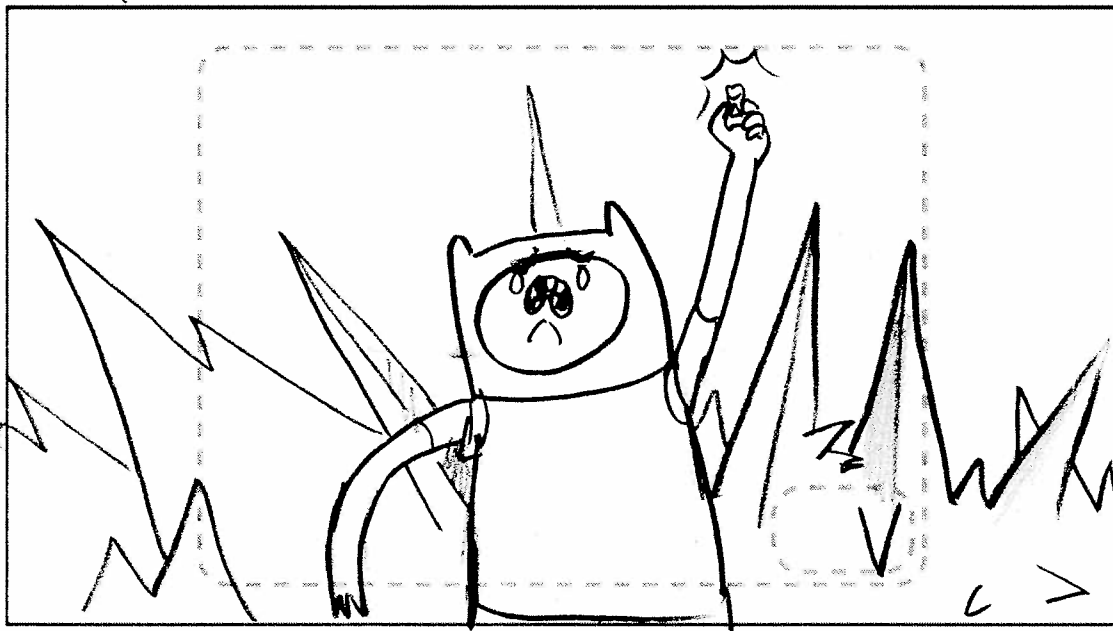


Sc. 140

Pnl. A

Bg.

day night

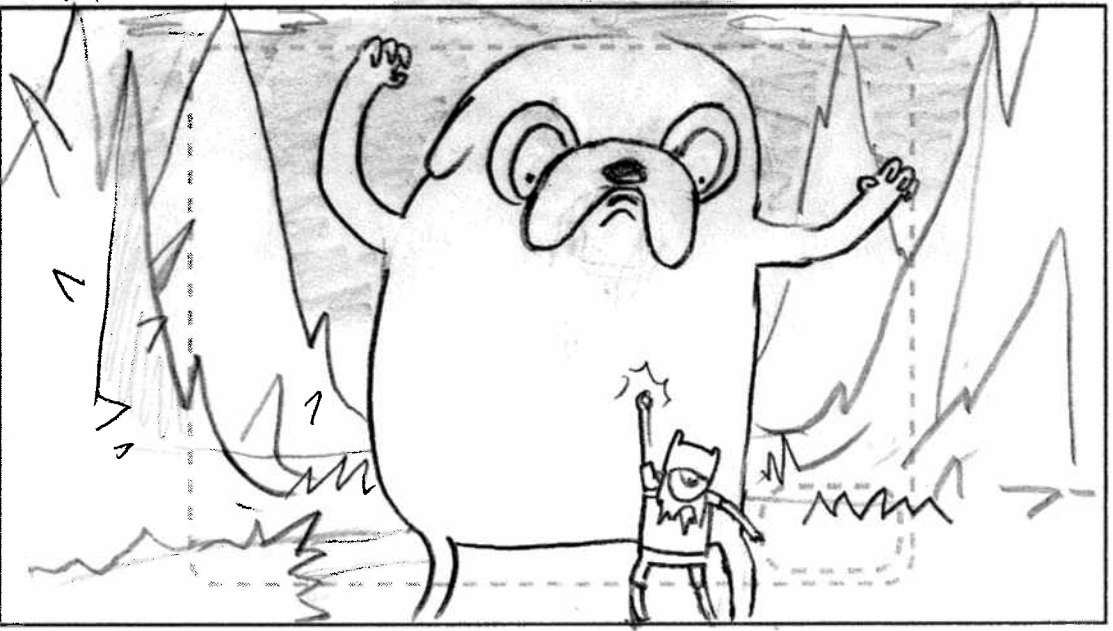


Sc. 141

Pnl. A

Bg.

day night



Dialog:	(F) If I give you the stupid tooth will you stop being a crazy jerk?!
Action:	
Timing:	

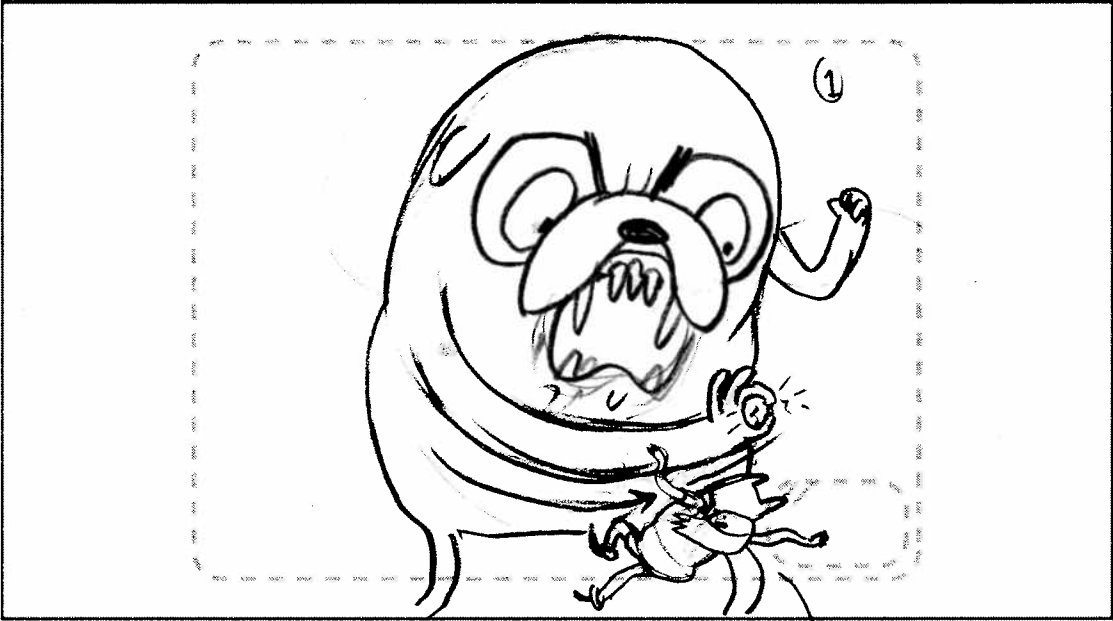
EPISODE #

Production :

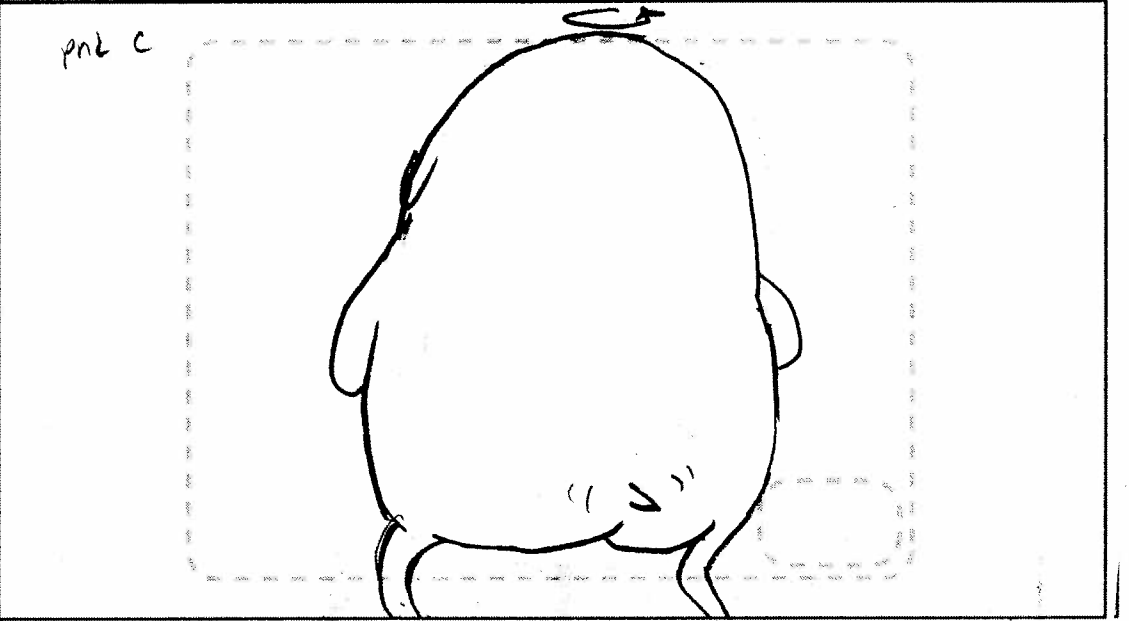
ADVENTURE TIME



Sc. 141 Pnl. B Bg. day night



Sc. 141 Pnl. C Bg. day night



Dialog:
⑤ ROOOOAAH!
⑥ OOF!
⑦ * blup! *
⑧

Action:
Jake takes Gold tooth,
Knocking Finn over
⑨ Turns
swallows
tooth
(Jake walks away)

Timing:

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

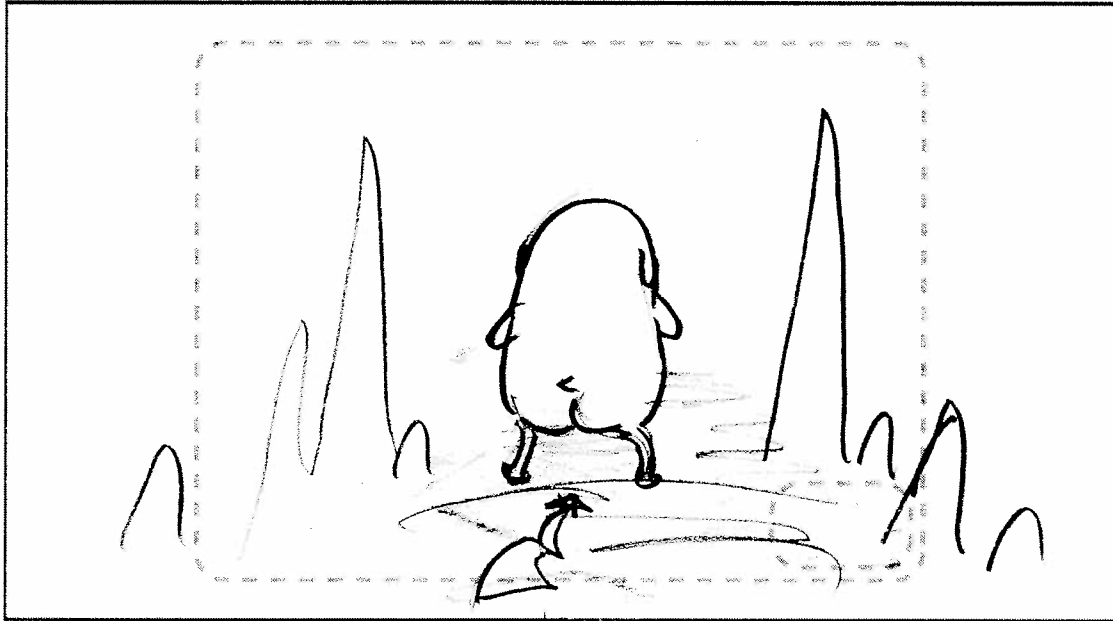


Sc. 141

Pnl. D

Bg.

day night



Sc. 142

Pnl. A

Bg.

day night



Dialog:	<p>(F) WH - WHAT THE CRAP, JAKE!!</p>	
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (F:) YOU NEVER TURN INTO A MONSTER WHEN I WANT YOU TO!!!

Action:

Timing:

(F:) IT'S ALWAYS "NOT NOW FINN, I HAVE A HEADACHE!"

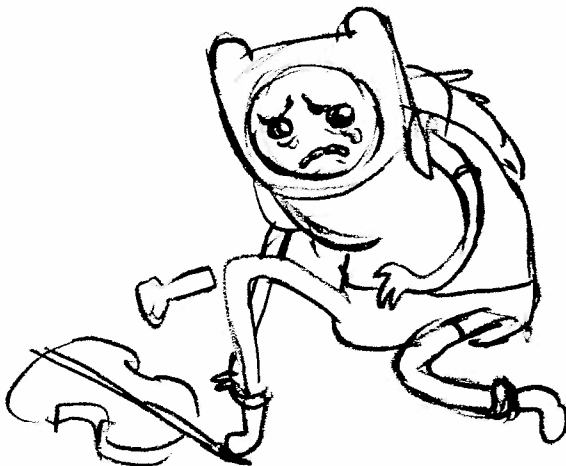
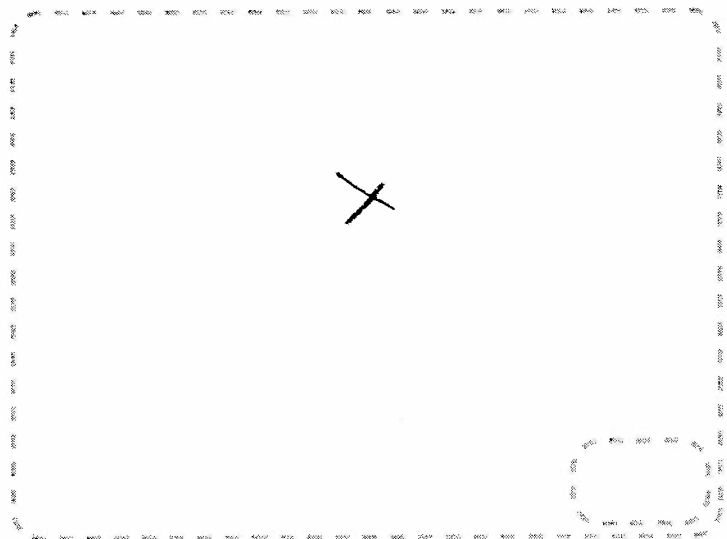
~GUMH~

EPISODE #

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									

Dialog:
F) OH TAKE . . .
Action:
Timing:

EPISODE #

Production :

ADVENTURE TIME



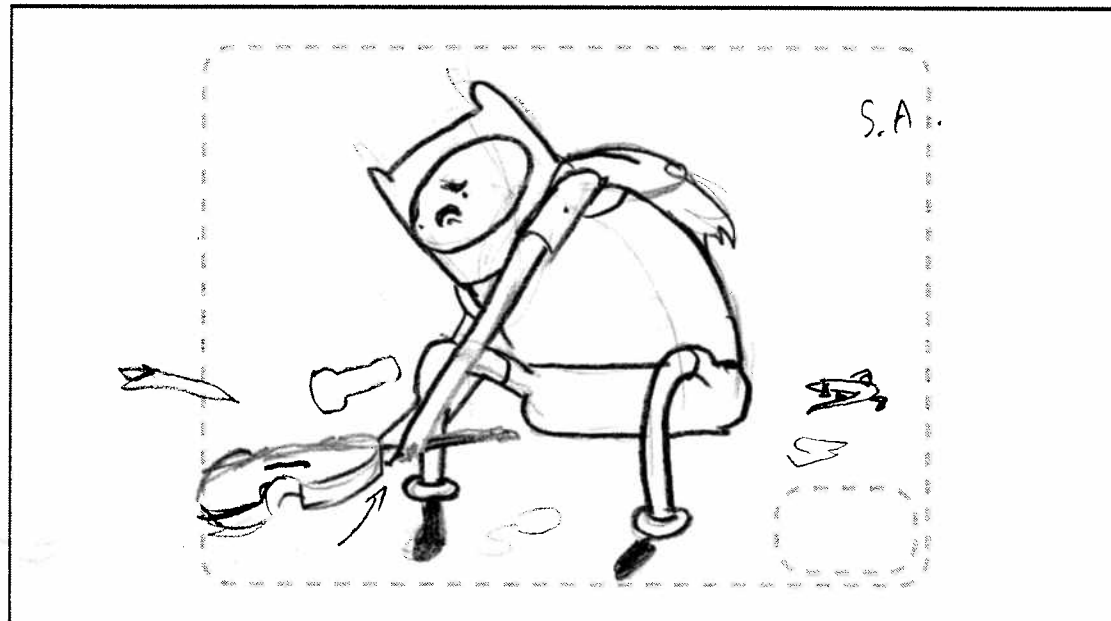
Page 186

Sc. 142

Pnl. B

Bg.

day night

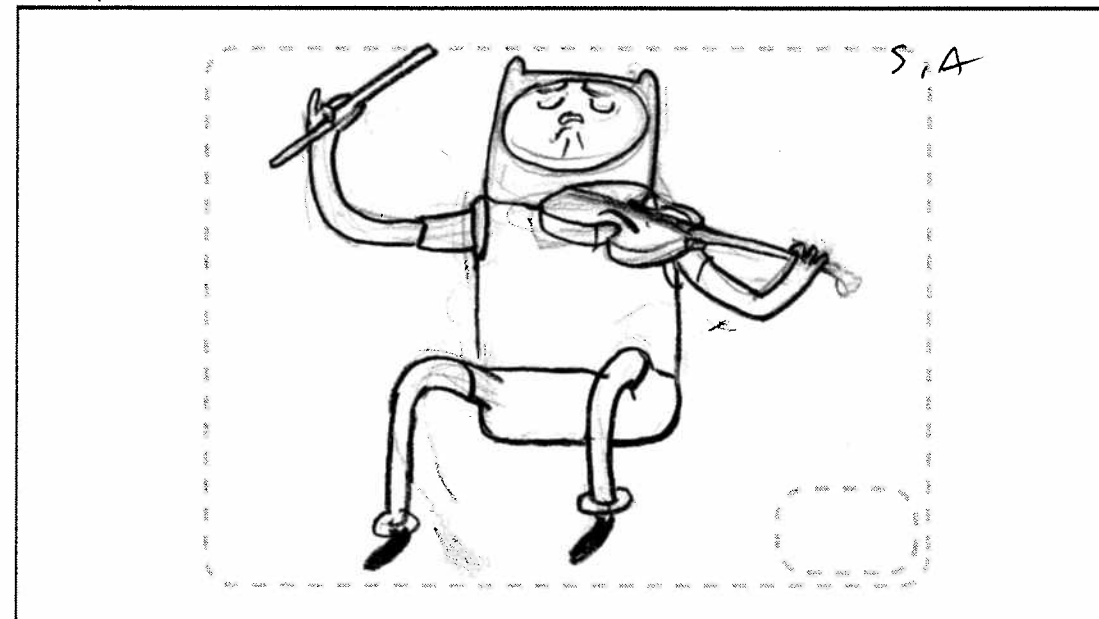


Sc. 142

Pnl. C

Bg.

day night



Dialog: (F) your viola is all I have now.

(F) I will play sweet music on it
to honor your memory..

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME

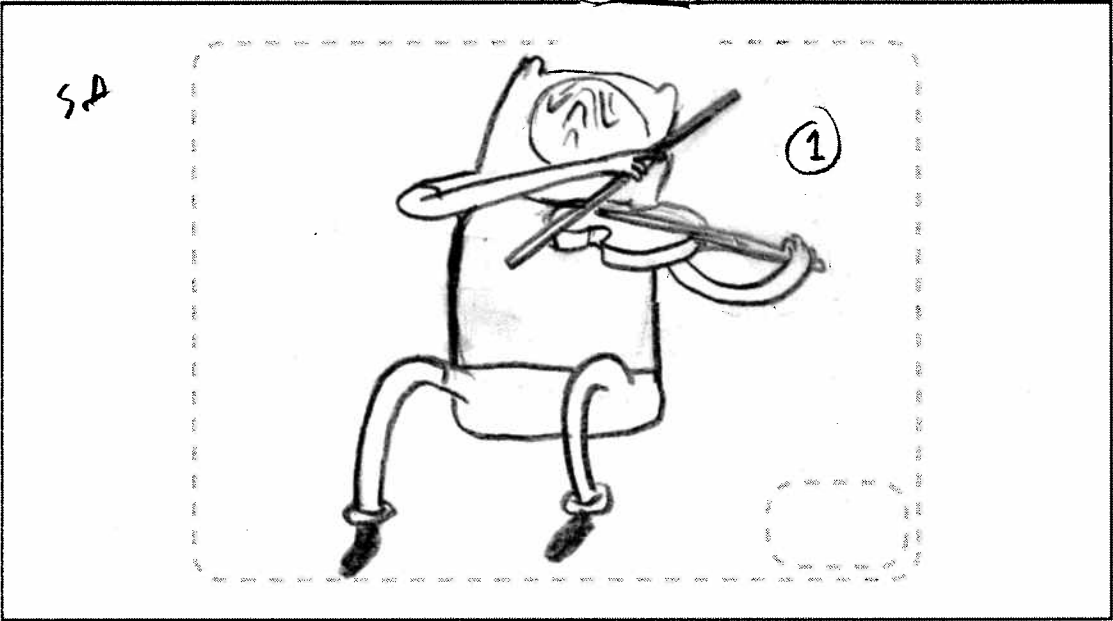


Sc. 142

Pnl. D

Bg.

day night

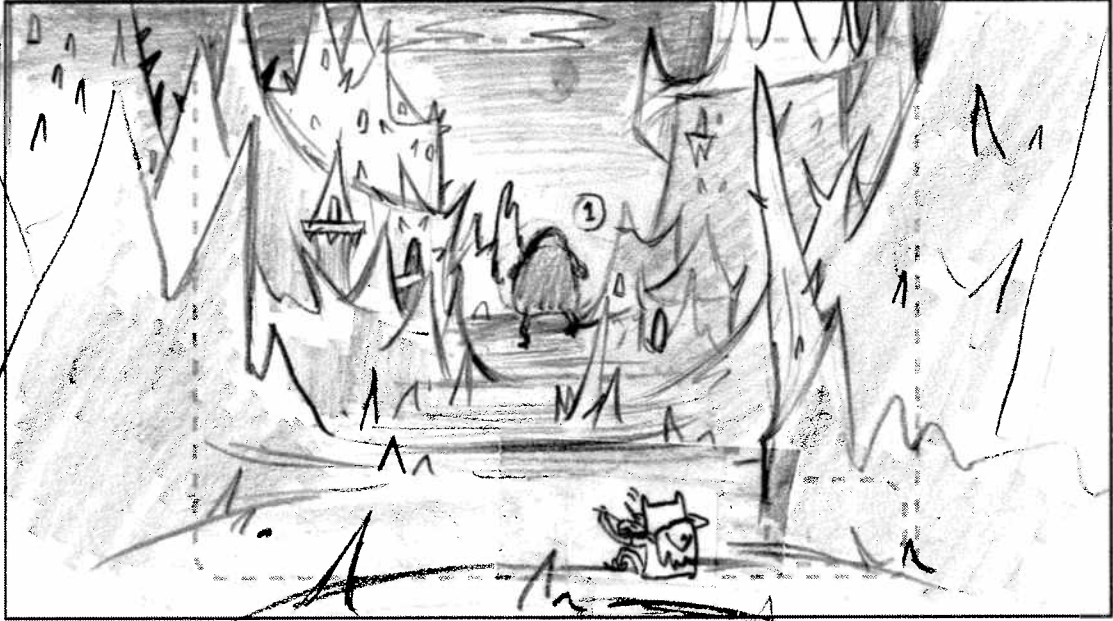


Sc. 143

Pnl. A

Bg.

day night



Dialog:

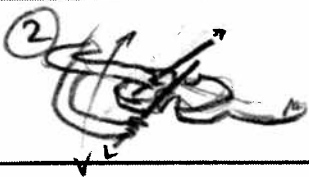
Finn
① (Jagged breath IN)

(Horrible Viola noises)

(cont. horrible Viola noises)

Action:

1 ① poised to play Viola



rapid viola strokes

① Finn playing viola

② Jake walking away

② Jake freezes



Timing:

EPISODE #

Production :

ADVENTURE TIME

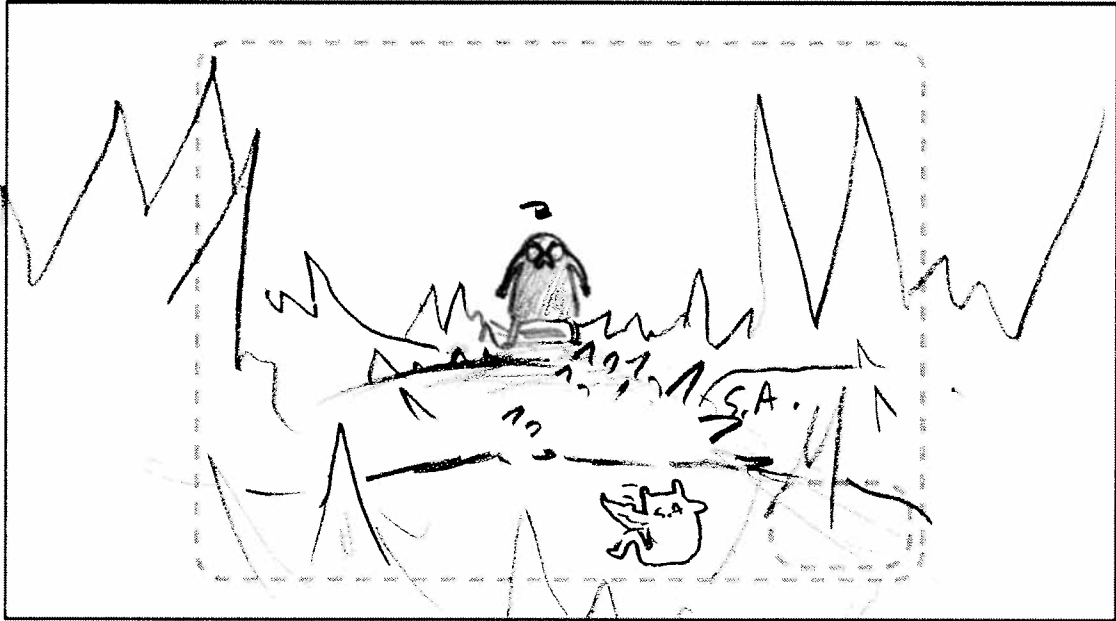


Sc. 143

Pnl. B

Bg.

day night

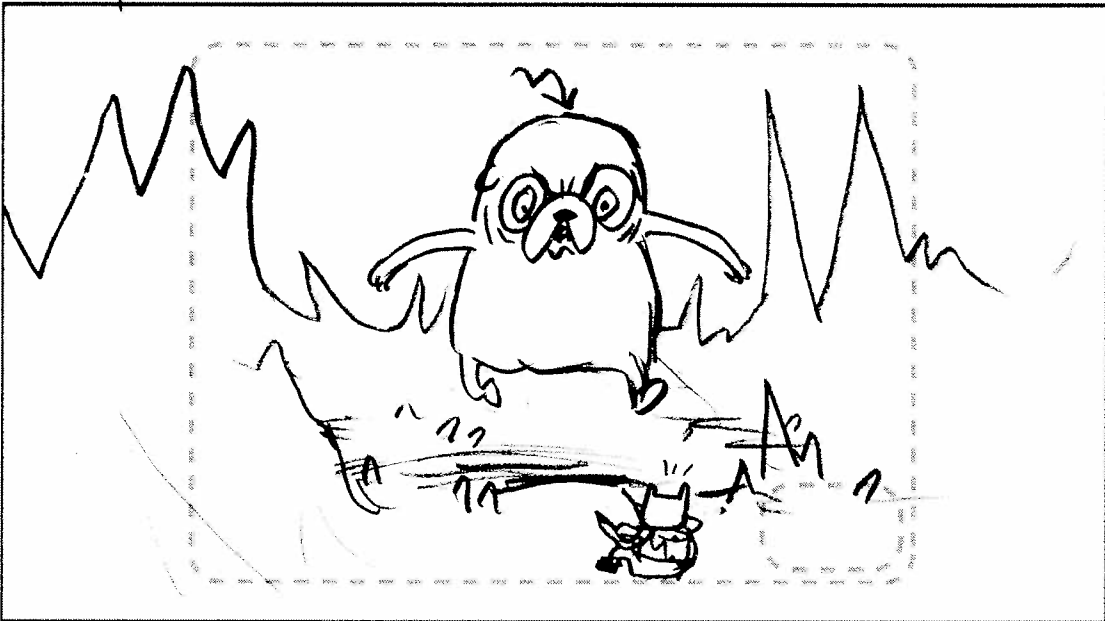


Sc. 143

Pnl. C

Bg.

day night



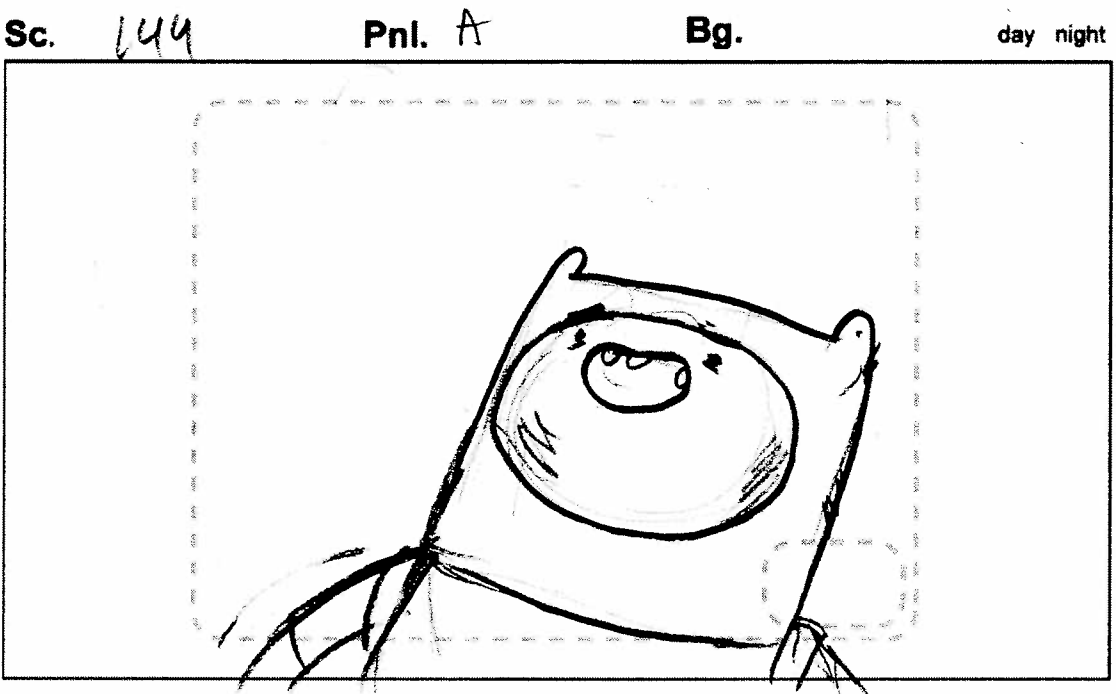
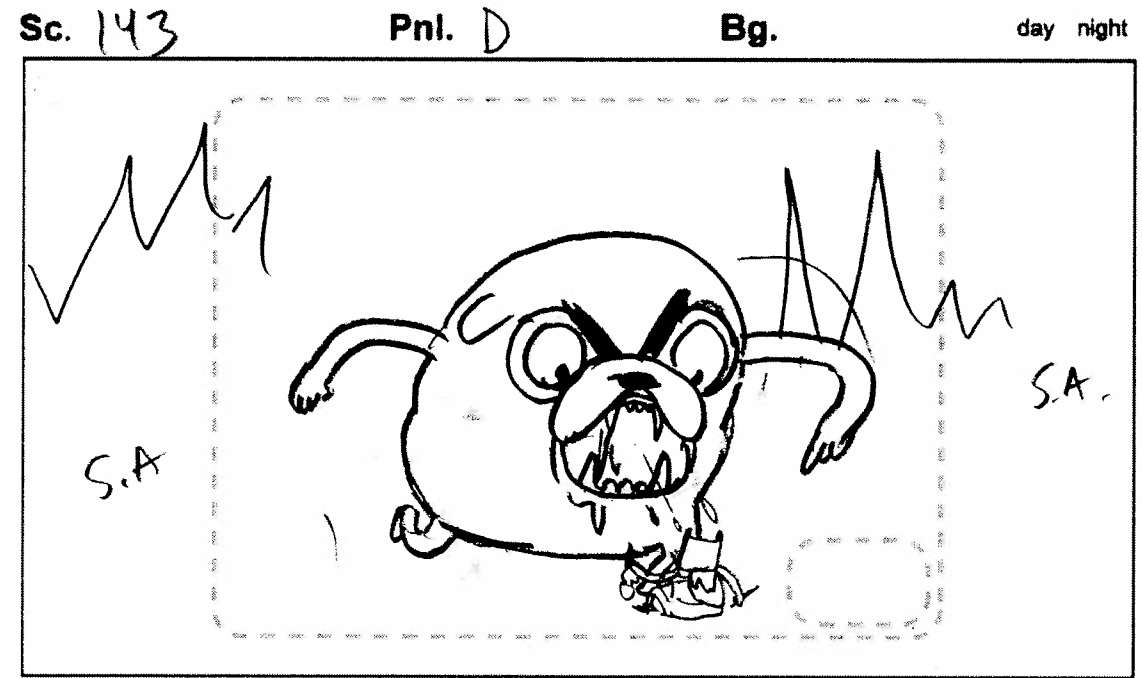
Dialog:	(horrible viola)	(Jake's heavy footsteps)
Action:	Jake turns toward camera	Jake runs toward Finn Finn looks up & stops playing
Timing:		

EPISODE #

Production :

c. 2007 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	(J) STAY AWAY FROM MY VIOLA!!	(F) JAKE! you remember your viola! You're back!!
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME



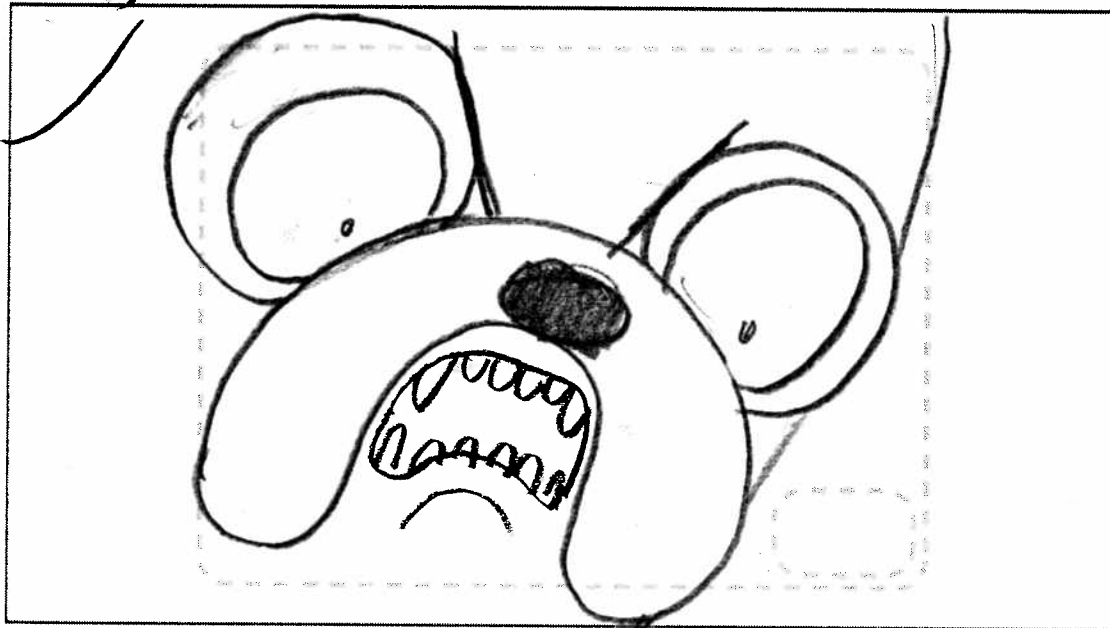
Page 190

Sc. 145

Pnl. A

Bg.

day night

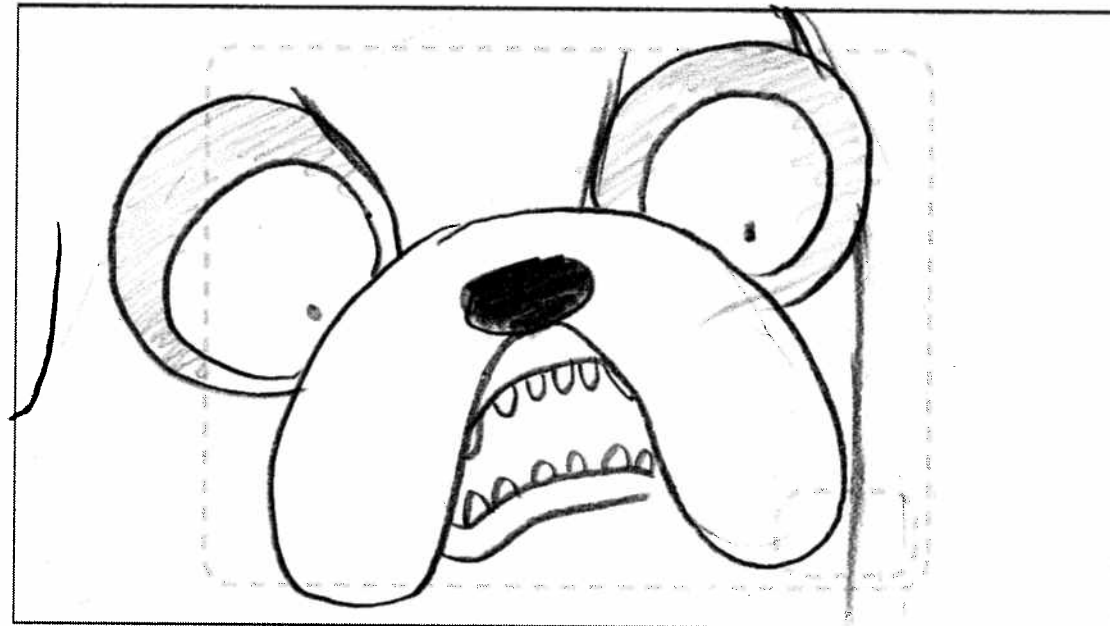


Sc. 146

Pnl. B

Bg.

day night



Dialog: (J) DUH I remember it! I also (J) ^(font) at playing it!
remember that you STINK hard

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME

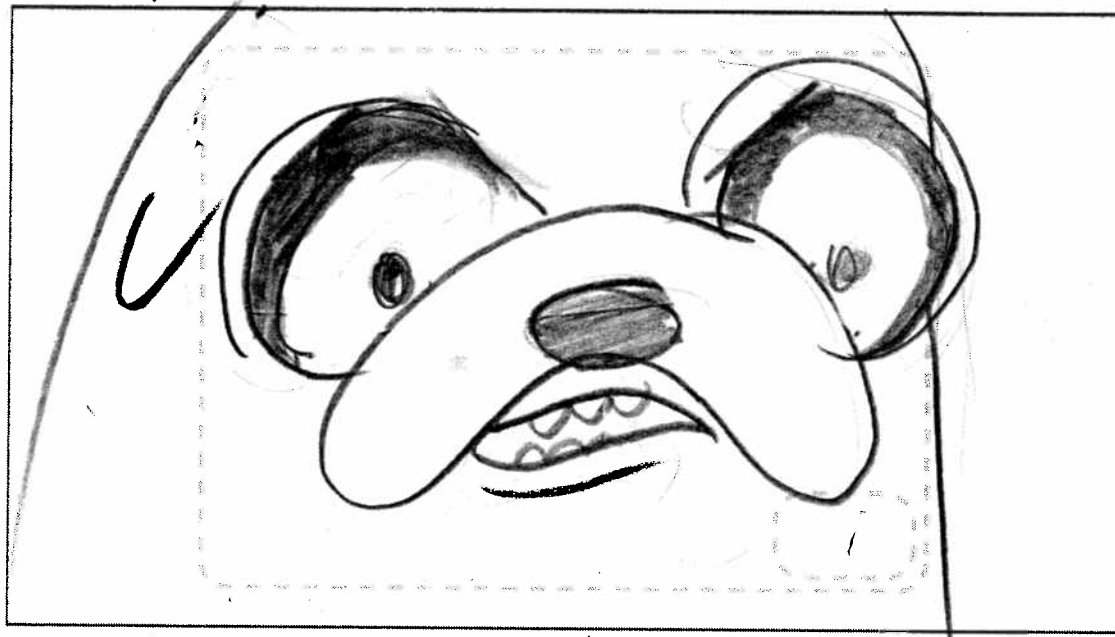


Sc. 147

Pnl. C

Bg.

day night

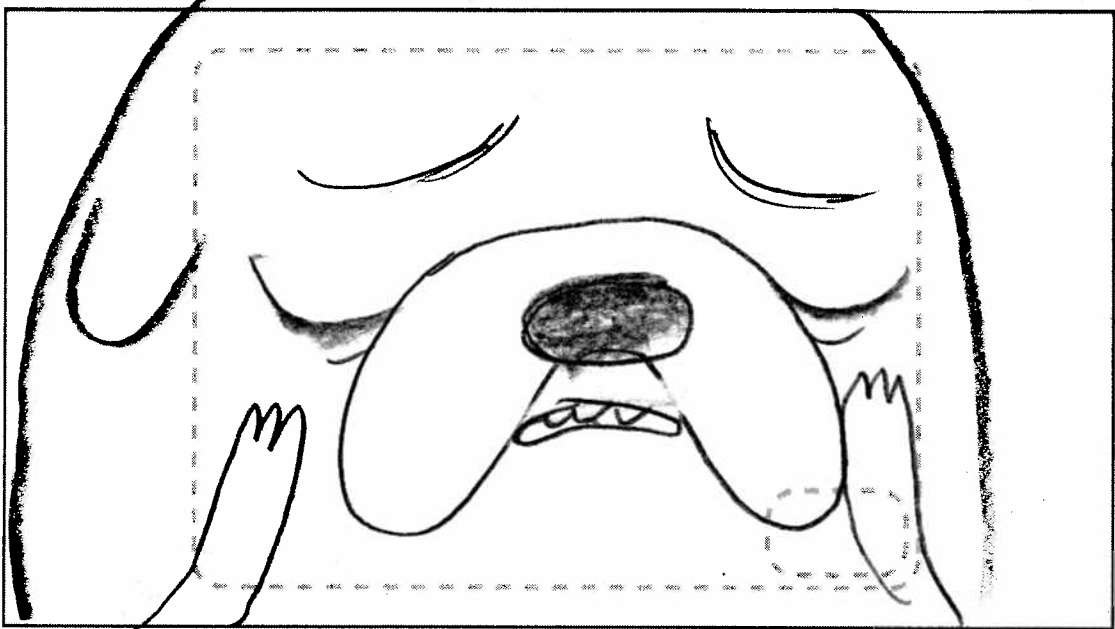


Sc. 147

Pnl. D

Bg.

day night



Dialog: (J) AND DOOKIE IS Radical man!!
I don't care what anyone says!!

Action: Jake's eyes start returning
to normal as he talks

Timing:

Dialog: (J) UAh!! What where am I?!

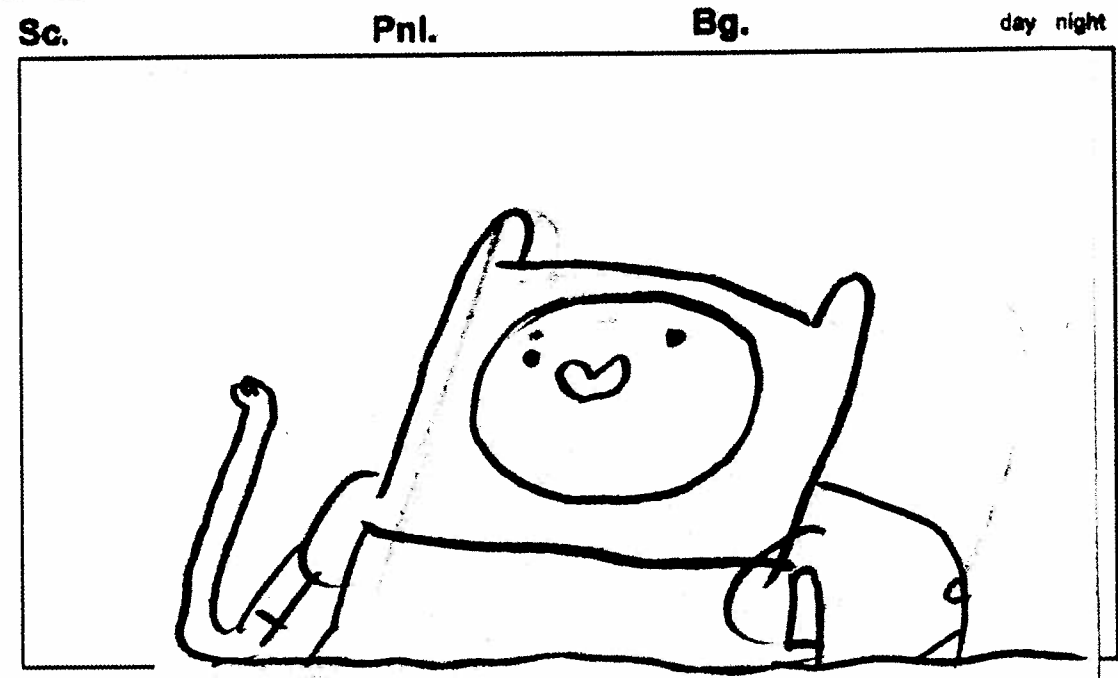
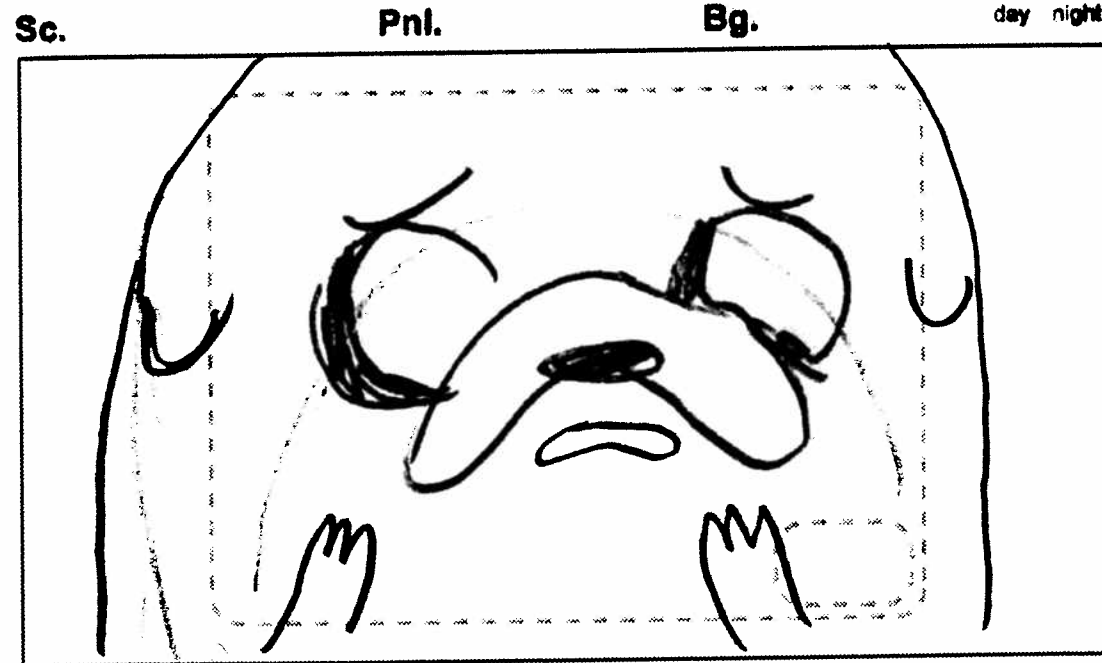
EPISODE #

Production :

ADVENTURE TIME



Page 191 A



Dialog:

(J!) Finn?! Is that you?!

(F:) who else would it be, baby.

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



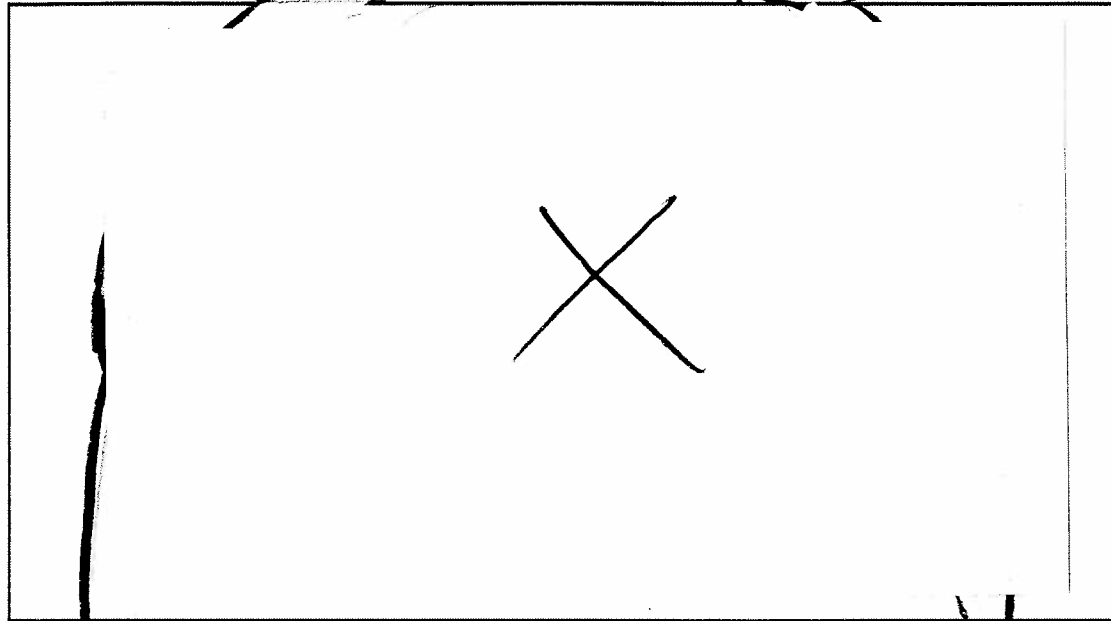
Page 19/21

Sc.

Pnl. E

Bg.

day night



Dialog:

Action:

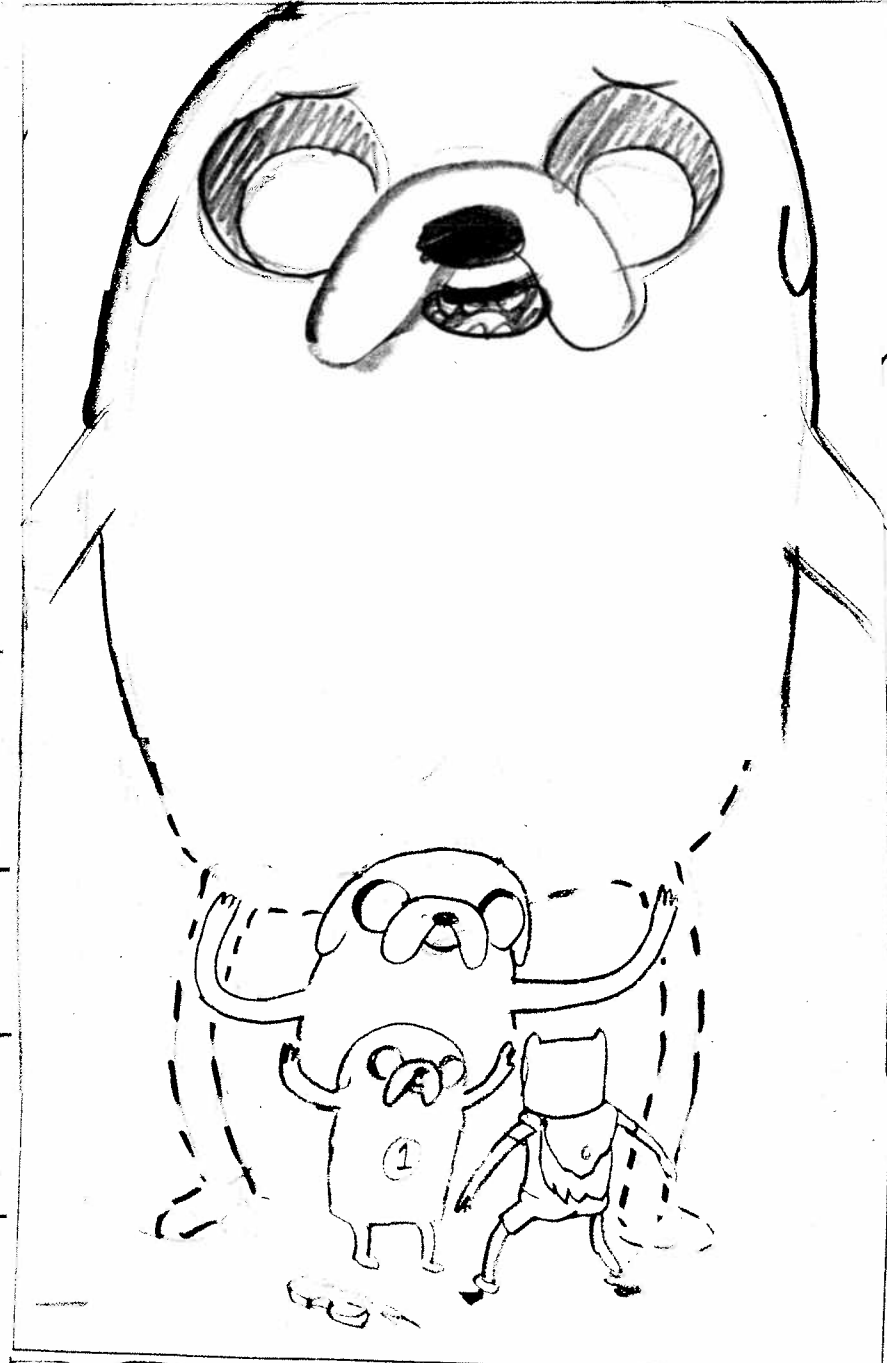
Timing:

① HAH!! I guess
I lost my mind
back there.
my bad.

Pnl. E - F

Bg.

day night



PAN



EPISODE #

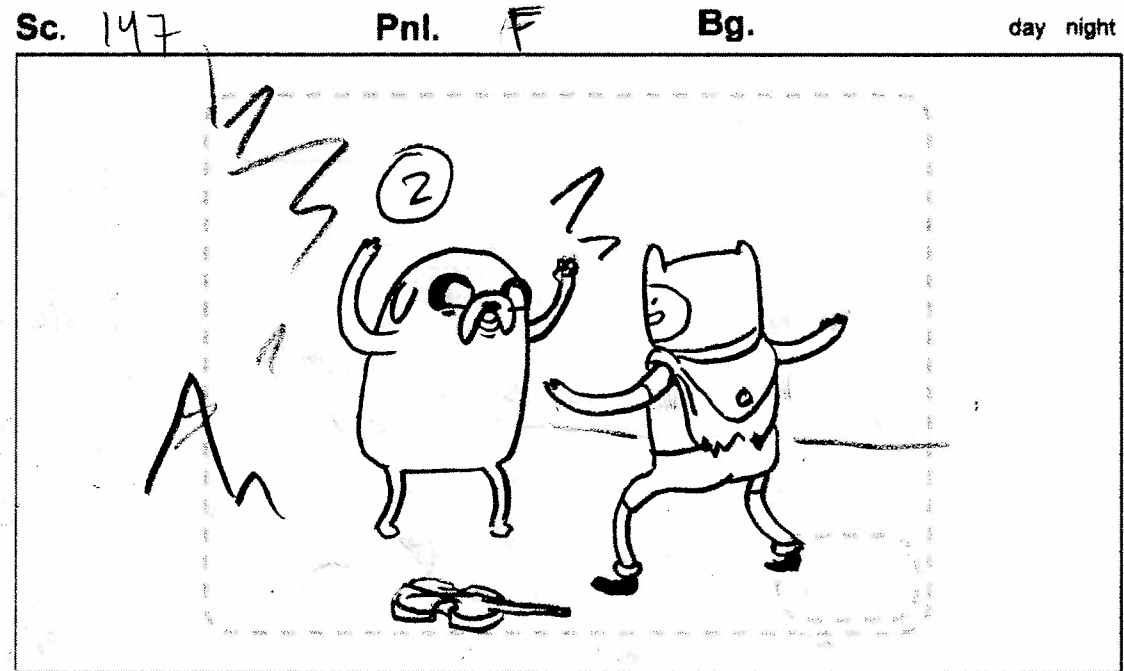
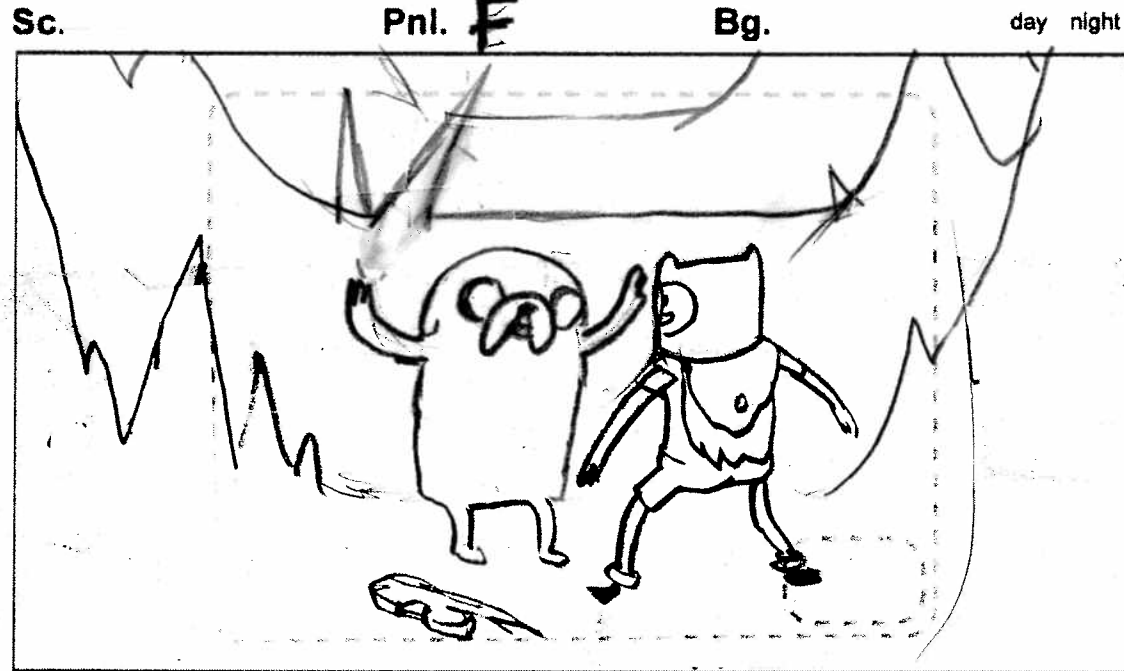
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Application is used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 192



Dialog:	(F) I know dude... you're pretty stupid.	(J) Ha Ha! C'mere you!
Action:	Pan down as Jake shrinks and raises his arms.	(1) (J) *Burp*
Timing:		(J) (3)

EPISODE #

Production :

ADVENTURE TIME

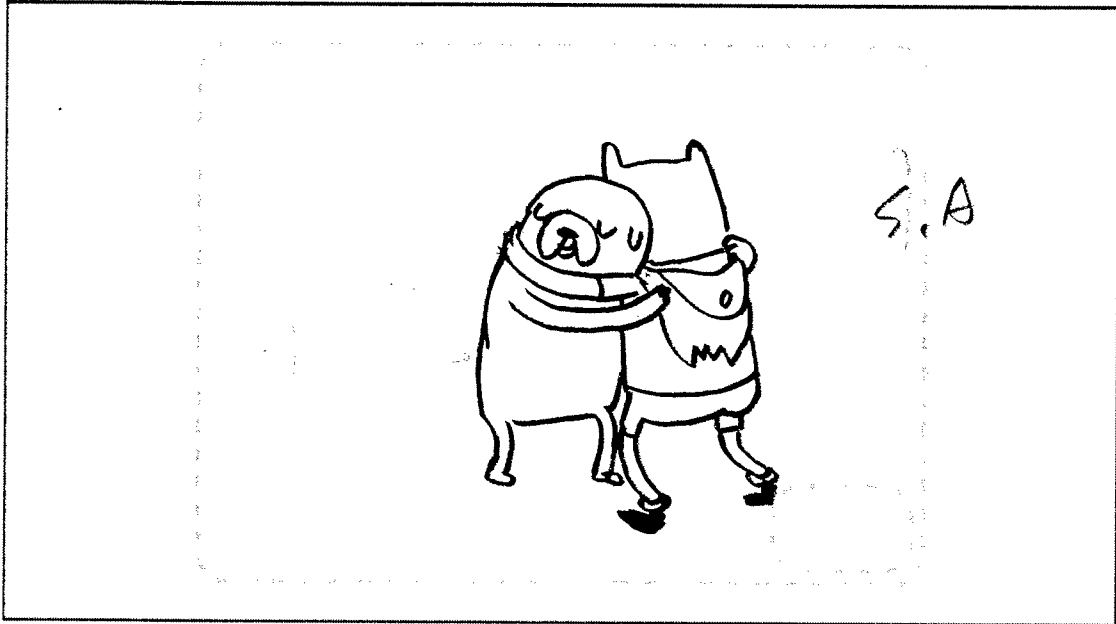


Sc. 147

Pnl. G

Bg.

day night

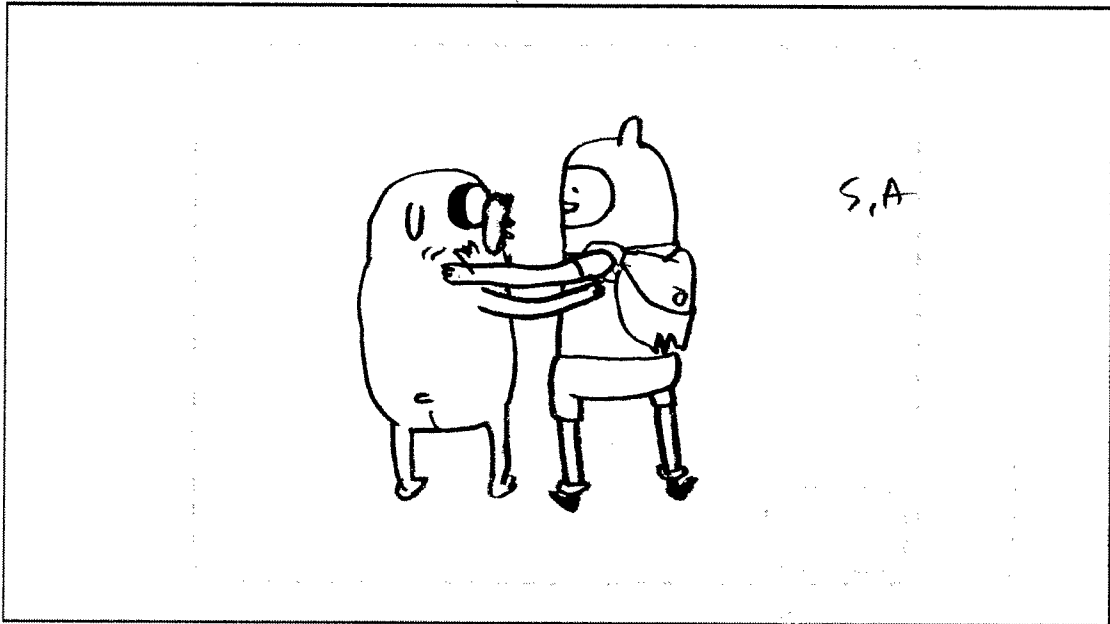


Sc. 147

Pnl. H

Bg.

day night



Dialog:

(F) it's good to have you back.

(J) it's good to have you
pat my back.

Action:

& J hug

Timing:

EPISODE #

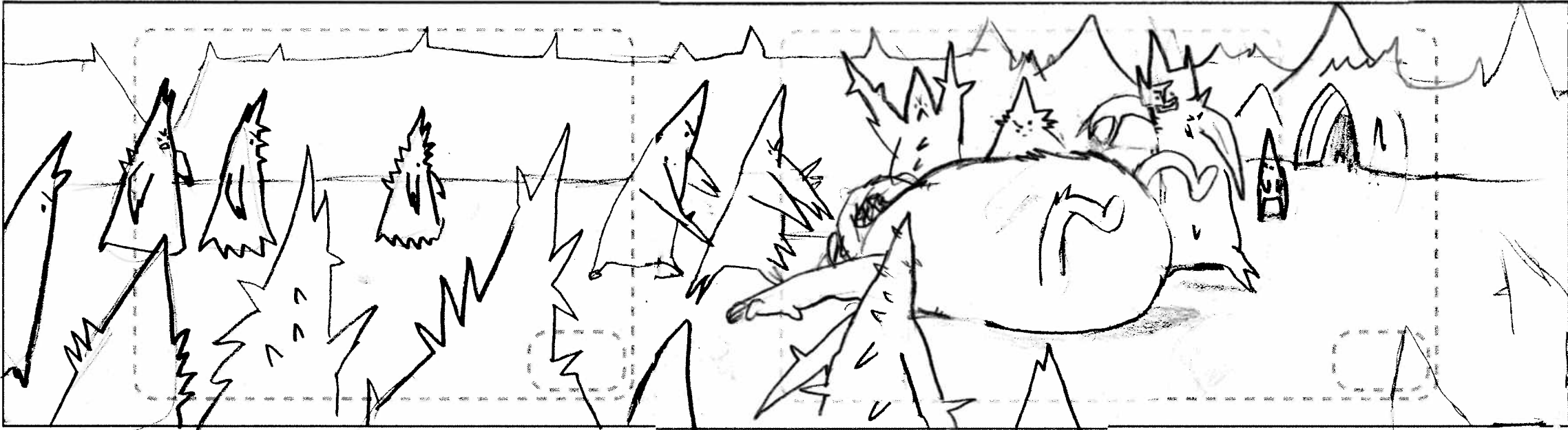
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night

PAN →



Dialog:

spikey people! yeahh!!
cut open the gut grinder's belly!!
WALLA!
Let's get our gold back!!

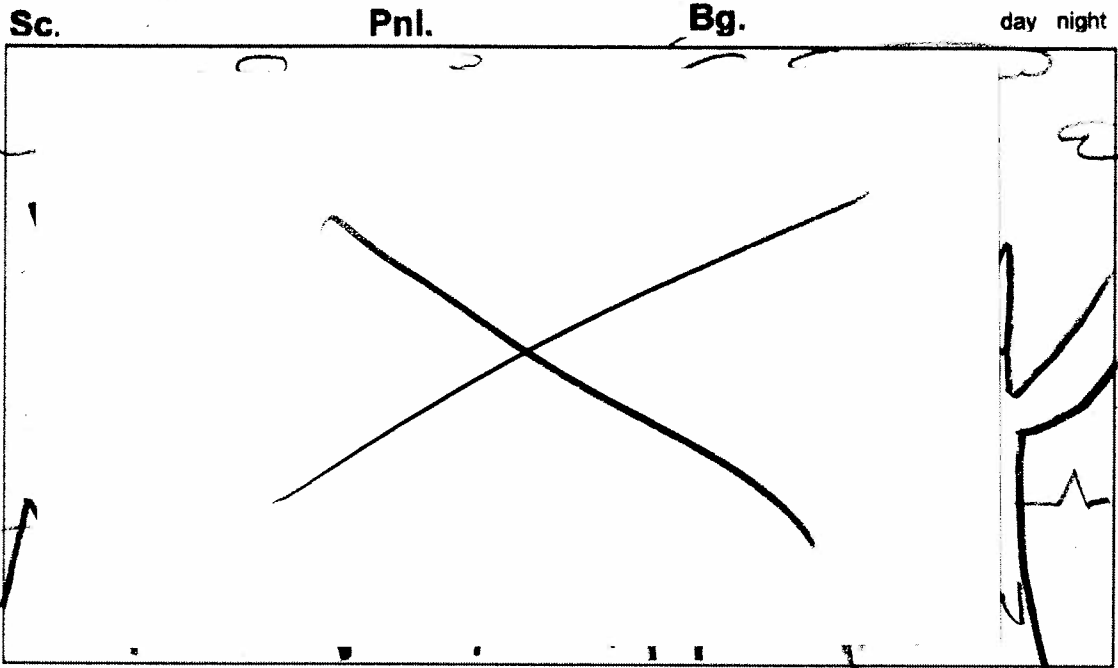
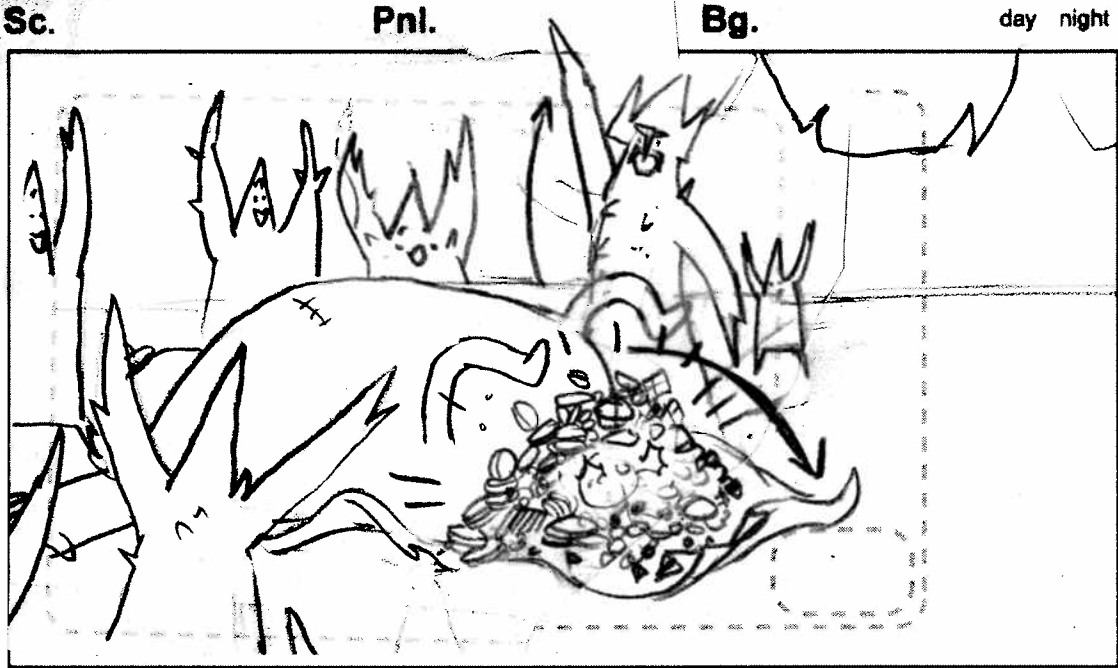
Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:
SFX: *rrriipp!!*

Action: Spiky Mayor rips through gut grinder's belly like cloth.
Gold spills out of hole in gut grinder.
Villagers raise arms and gape.

Timing:

DI

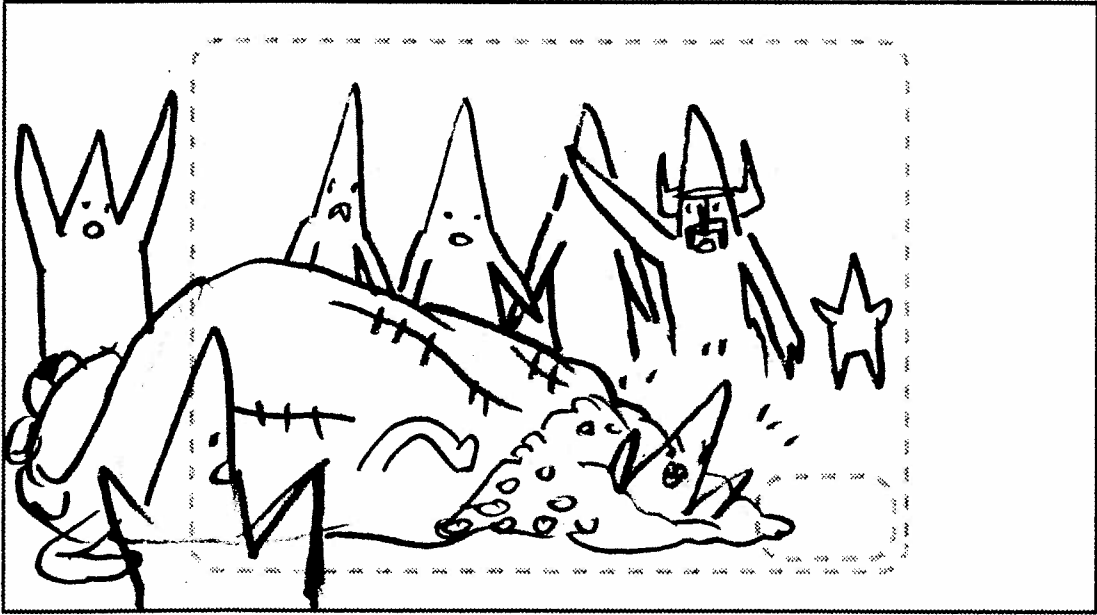
EPISODE #

Production :

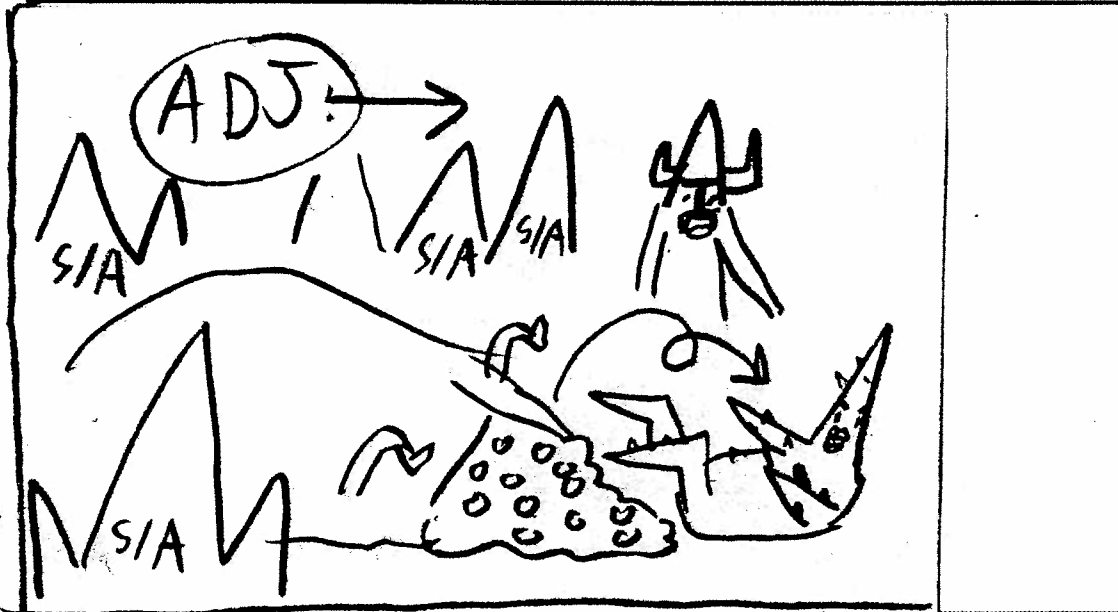
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

spiky mayor: what the?!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



196a

Page _____

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:

SM: SHARON?!
WHAT ARE YOU DOING

spiky people: "it's the mayors wife!"
(walla)

Action:

IN THE GUT GRINDER?!

Finn & Jake (IN)

Timing:

EPISODE #

Production :

ADVENTURE TIME



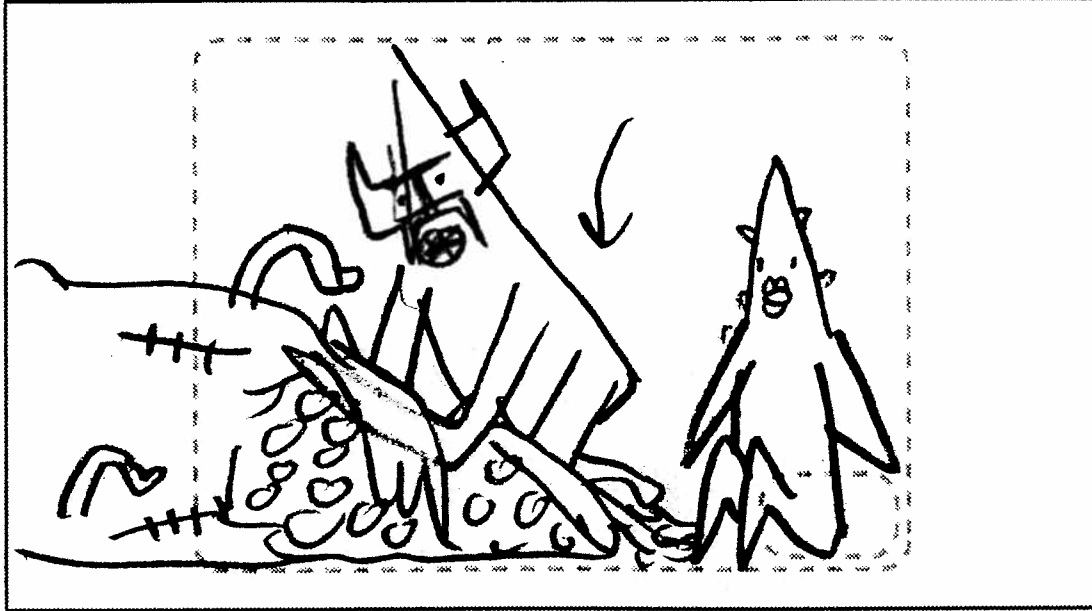
196b
Page

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

(SM:) and the gut grinder's skin,
is not skin at all! it's CLOTH!!

(SM:) SHARON HAVE
YOU BEEN SOWING?!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 196c

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:

Sharon: Yes Cameron! and I've been stealing gold!!

SM: WHY SHARON?!

Action:

Timing:

EPISODE #

Production :

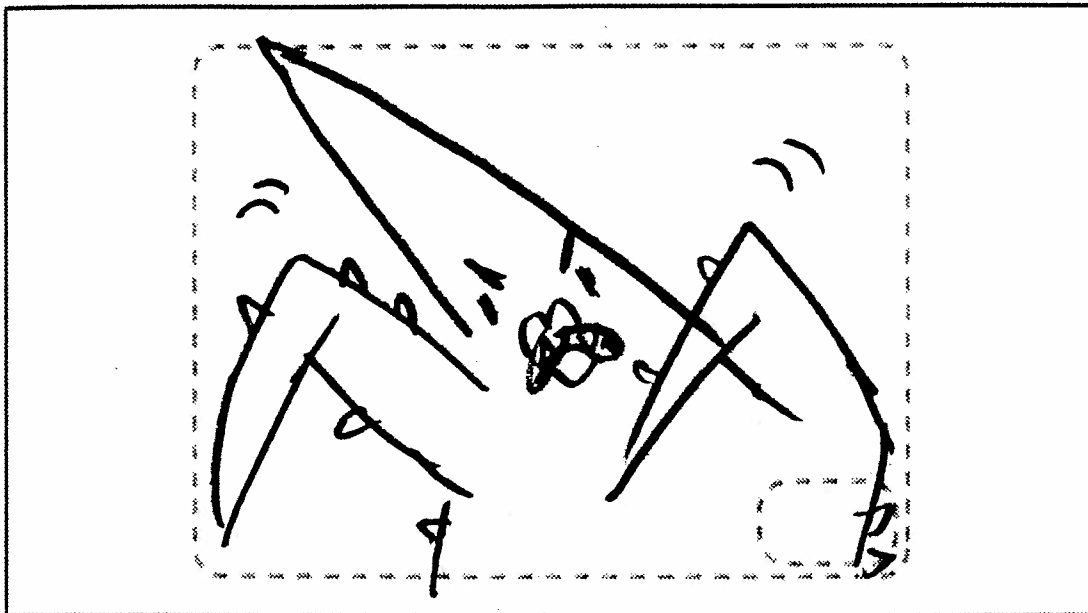
ADVENTURE TIME



196d

Page _____

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:		Sm: You've been a naughty girl sharon.
Action:	sharon: because I like to buy things cameron!! I LIKE TO SHOP!!	
Timing:		

EPISODE #

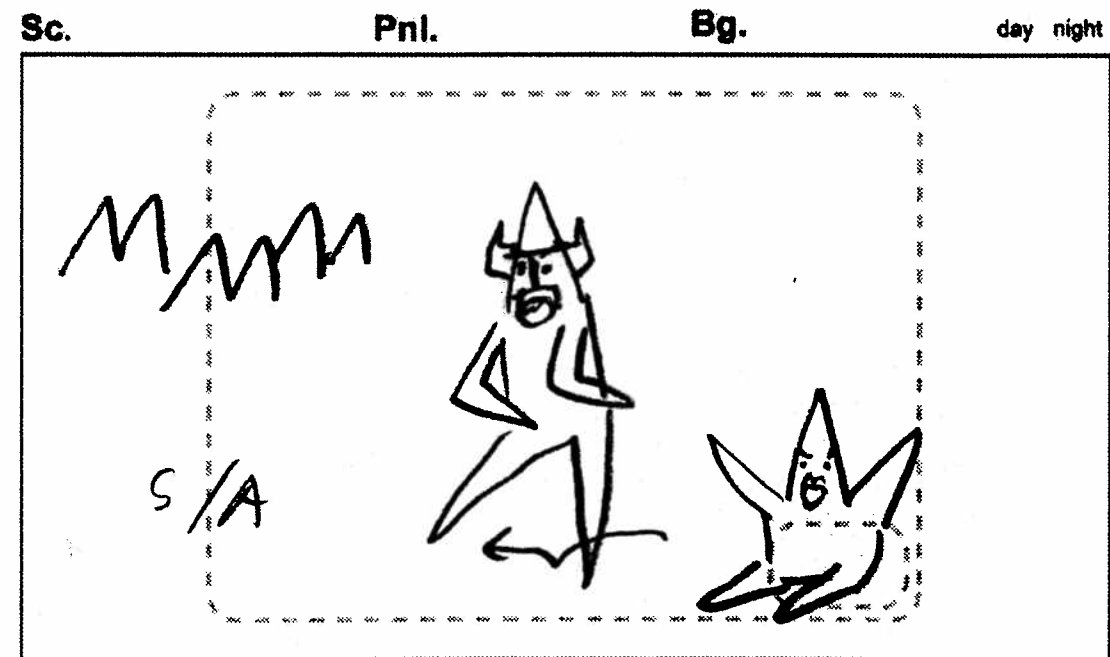
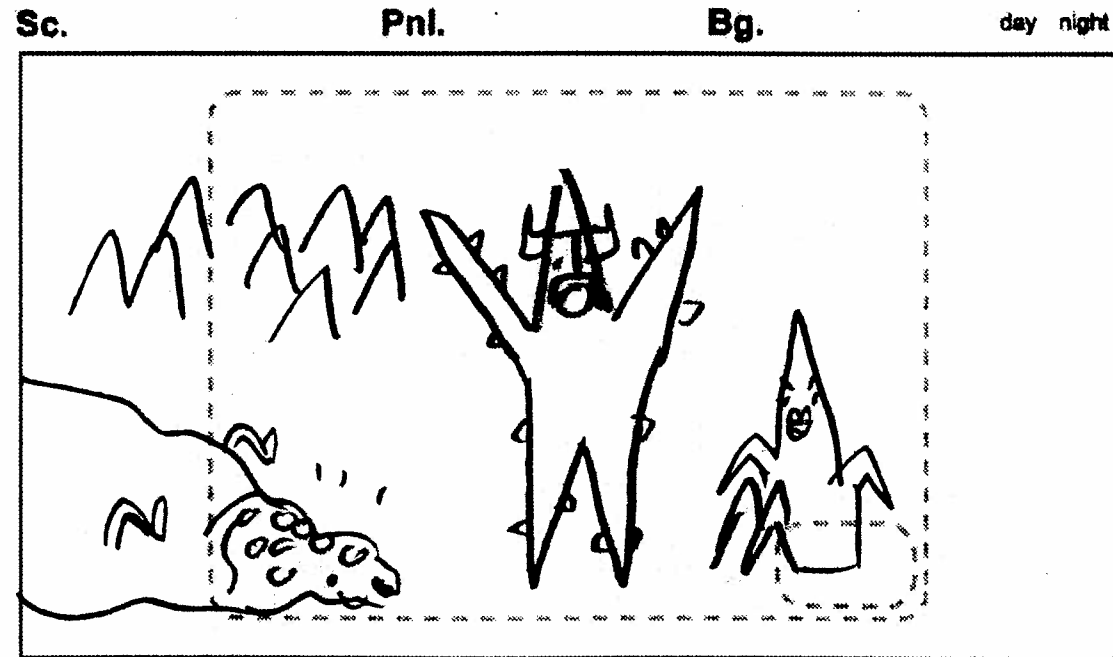
Production :

© 2000 Nickelodeon is the property of The Nickelodeon Group, Inc. All rights reserved. This material is for production purposes only and may not be used or reproduced.

ADVENTURE TIME



Page 196e



Dialog:

SM: YOU'RE GOING AWAY
FOR A LONG LONG TIME.

SM: Guards!! Throw my
wife in Jail!!!

Action:

Timing:

EPISODE #

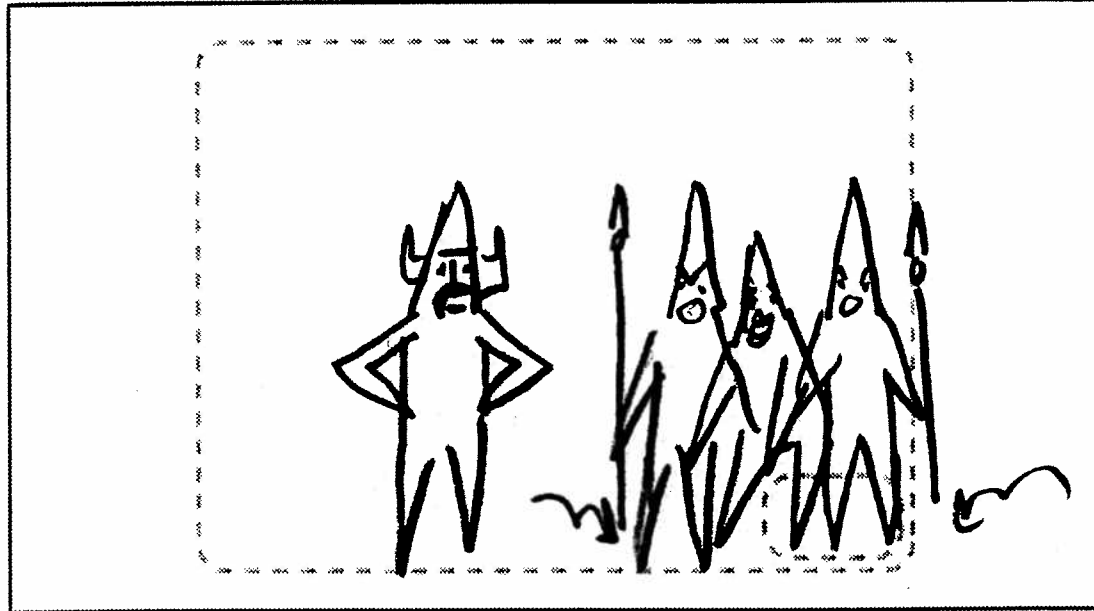
Production :

ADVENTURE TIME

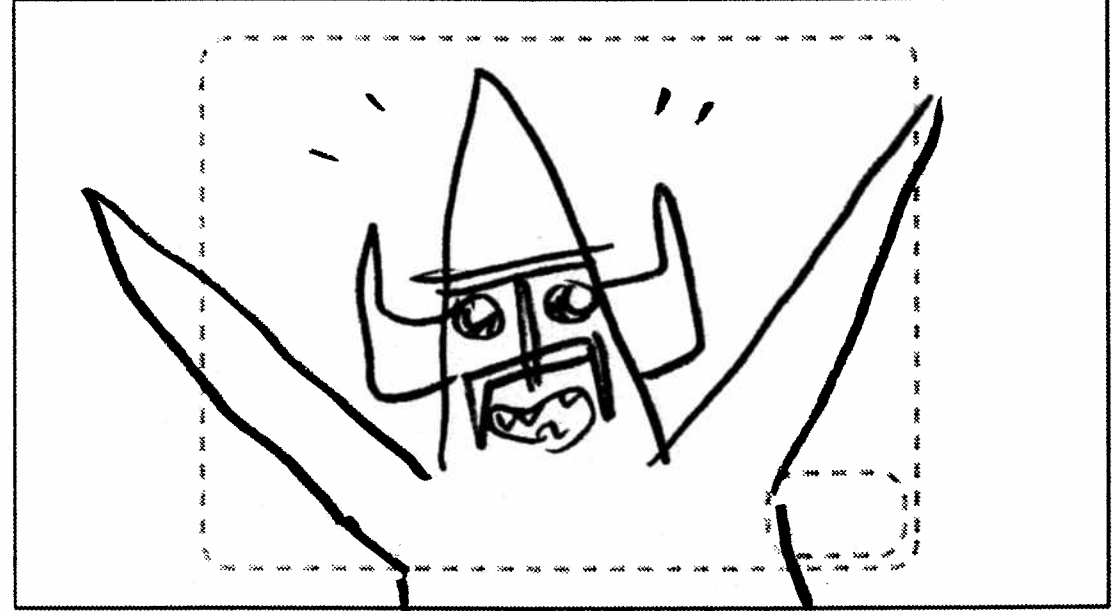


Page 196f

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Guard 1
Guard 2: yes mayor!!
Guard 2

(SM) and make sure to
return all of the gold to
it's rightful owners!!

Action:

Timing:

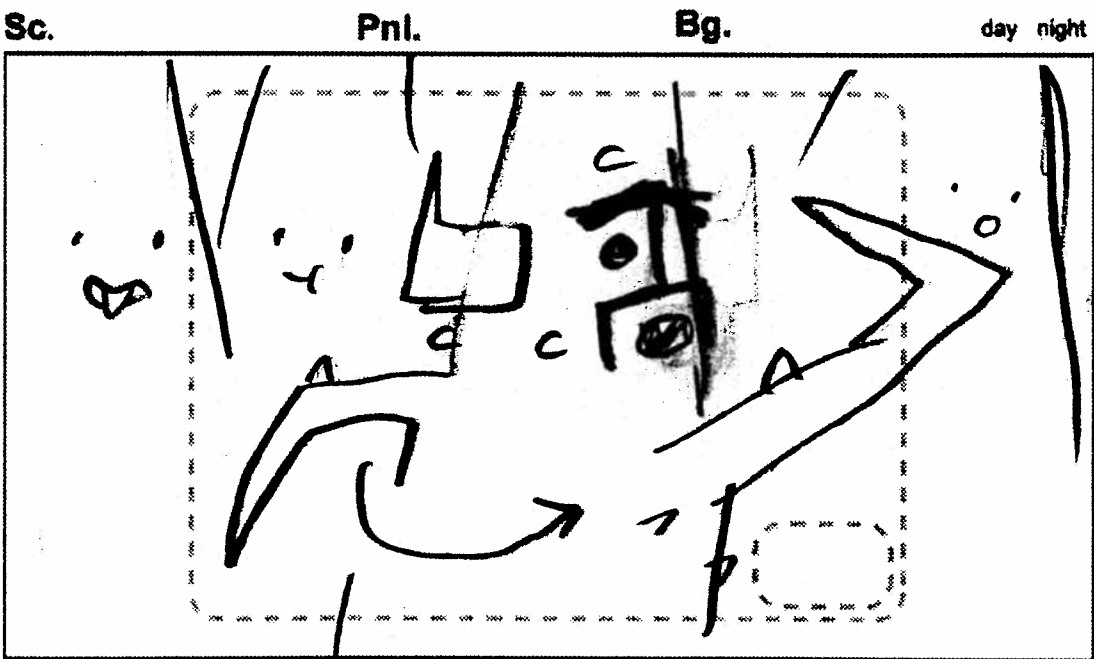
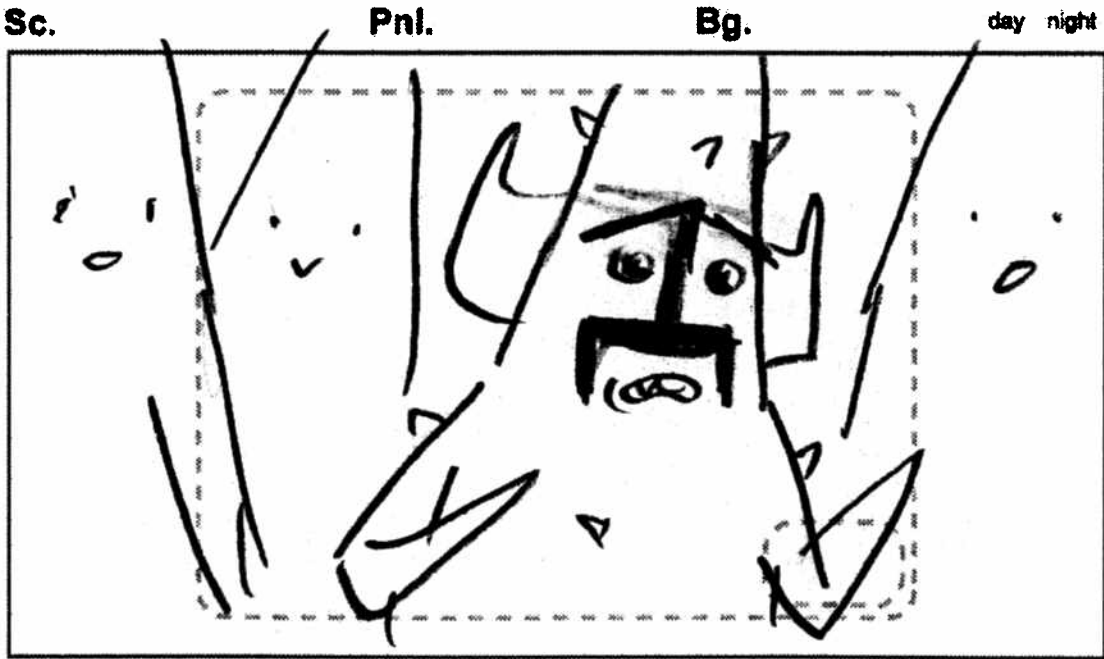
EPISODE #

Production :

ADVENTURE TIME



196g
Page



Dialog:	<p>Sm: Now where are.. where are Finn & Jake</p>	<p>Sm: I owe them an apology.</p>
Action:		
Timing:		

EPISODE #

Production :

© 2007 This material is the property of The Cartoon Network, Inc. It is to be used only for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 196h

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

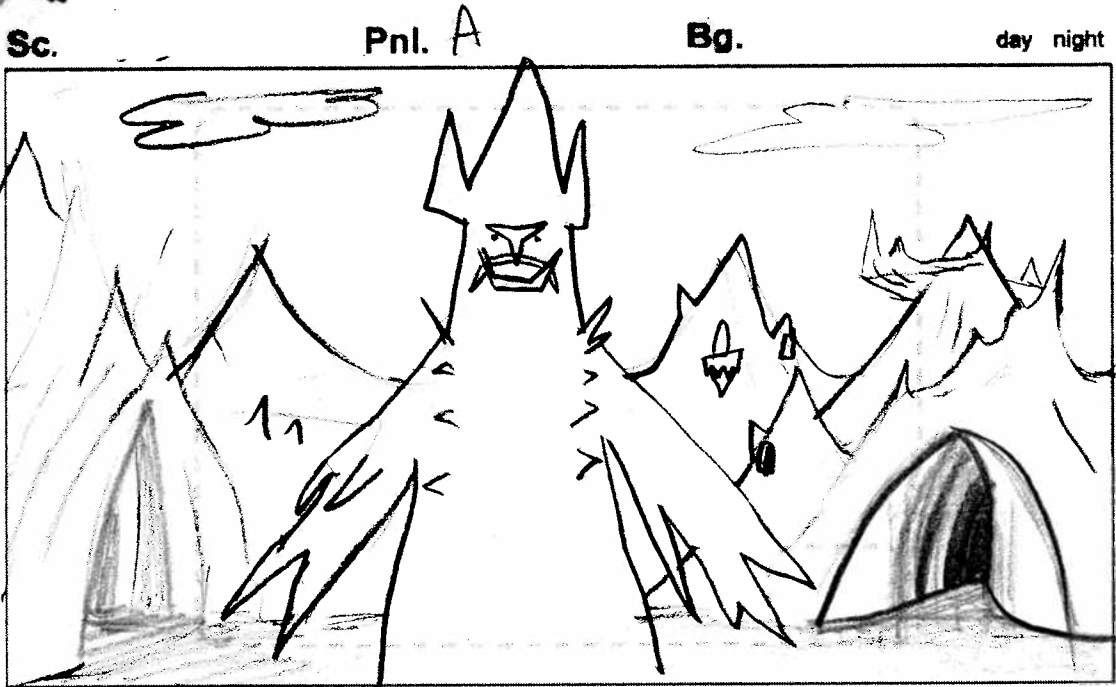
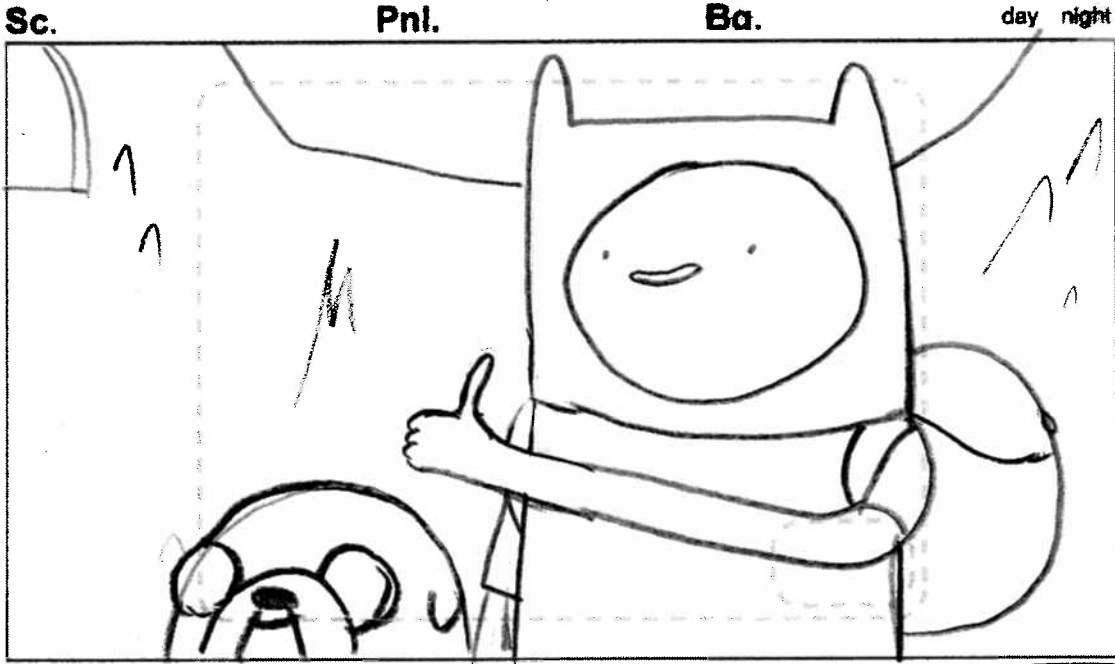
Dialog:	<p>(F&J) we're over here mayor!!</p> <p>(SM) FINN & JAKE!! THANK YOU FOR SAVING MY SPIKE VILLAGE!!</p>
Action:	
Timing:	

© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and cannot be taken from the work, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

EPISODE #

Production :

ADVENTURE TIME



Dialog:

(F) No problem mayor!

Spiky mayor

Sorry we put Jake in prison!
We love you.

Action:

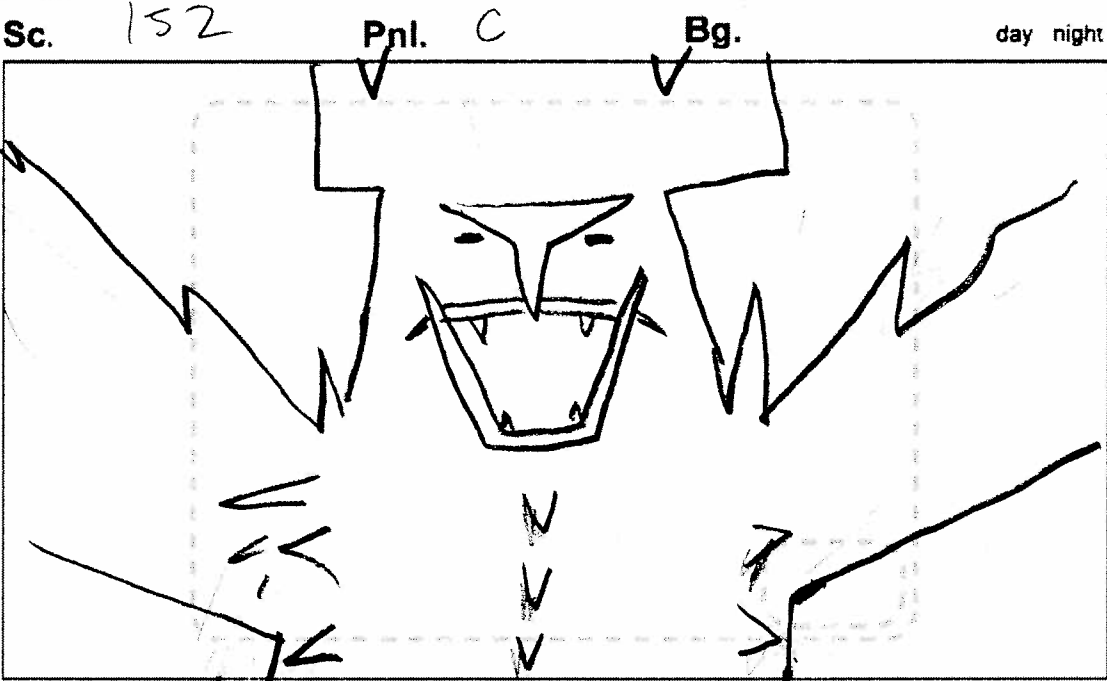
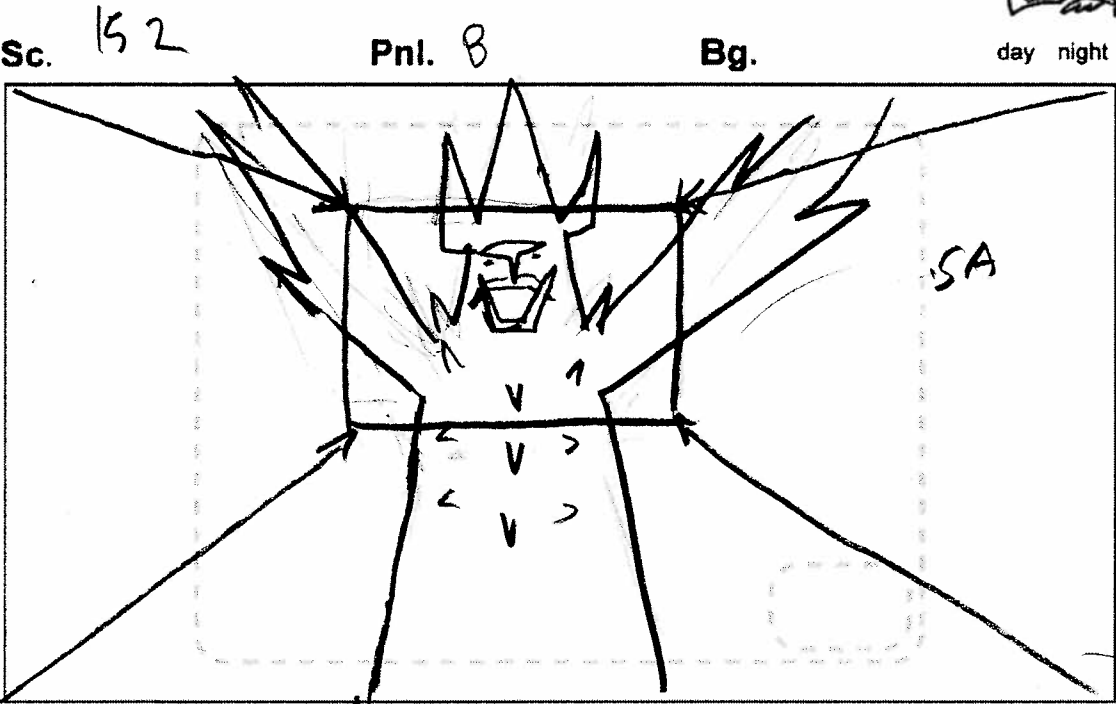
Finn gives thumbs up

Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog: Spiky Mayor Now Give us a Hug!

Spiky Mayor HA! HA! HA!

Action: TRUCK IN around Spiky mayor's face

Timing:

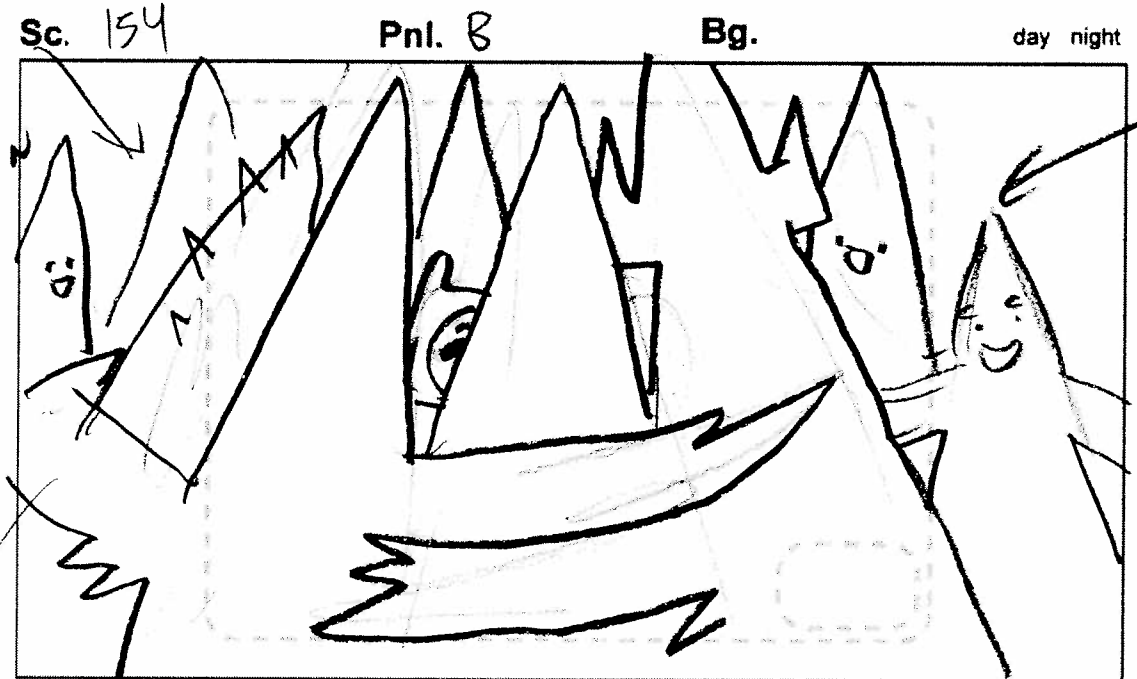
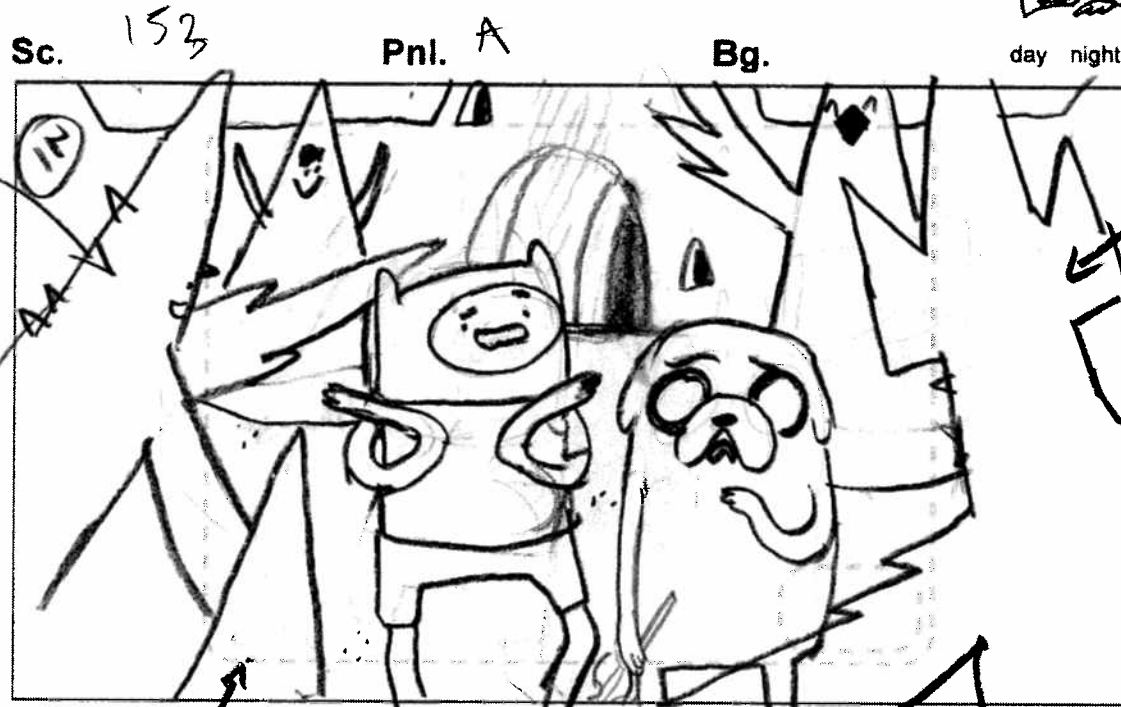
EPISODE #

Production :

ADVENTURE TIME



Page 198



Dialog:

(F) hey no.. dont do that.
dont hug us!! Its nice that you
love us but.. but.. please
dont touch us!!

(J) Ow!! hey!! ..back off guys..

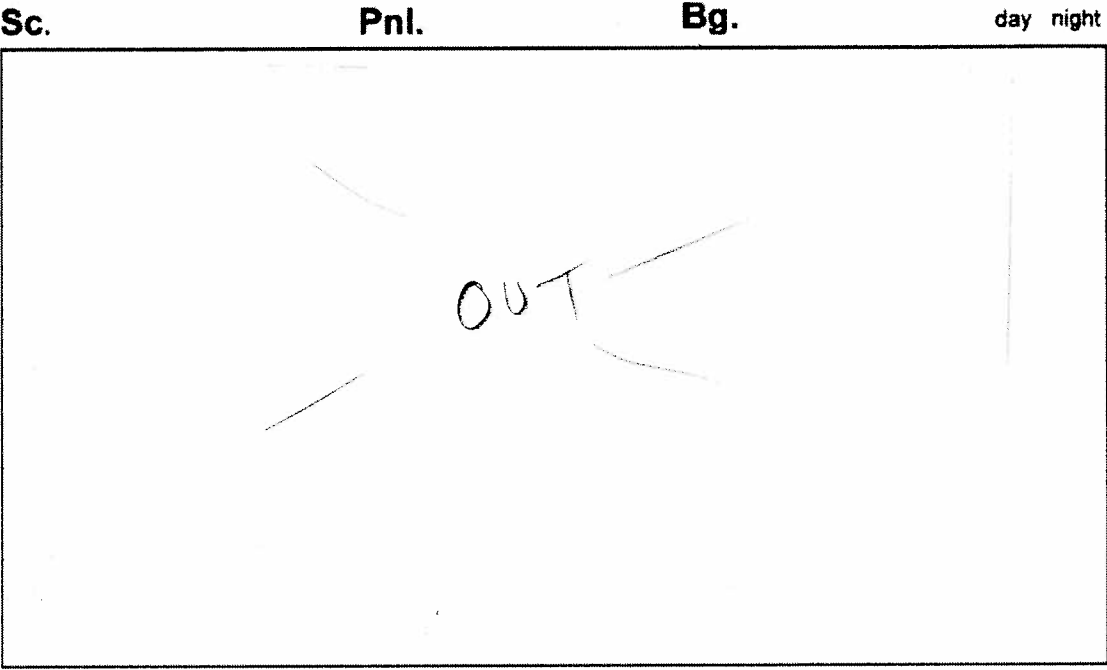
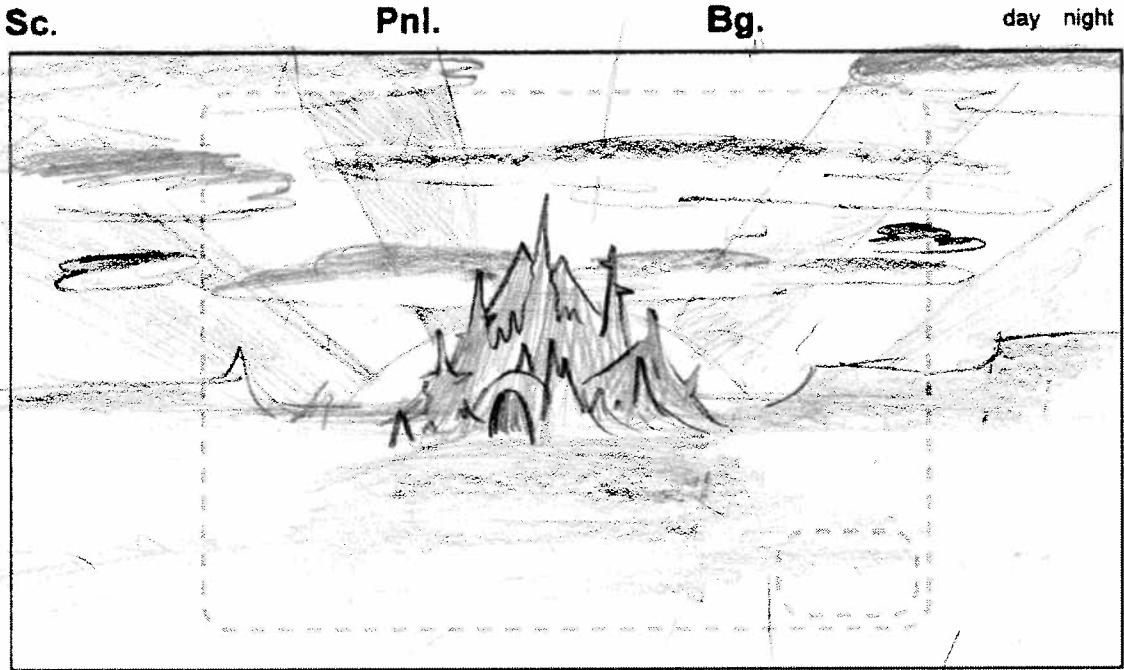
(YAY HA HA Walla)
(F&J) DONT TOUCH US!!!!

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and need not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	(F&J) AAAAAAAAAAAAA!!!!
Action:	sun rise behind spiky village
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

EPISODE #

Production :